THE BESTIARY

A compendium of creatures and beings from the lost world of Atlantis

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and J. Andrew Keith

Illustrations by
Bill Sienkiewicz

Cover illustration by P.D. Breeding

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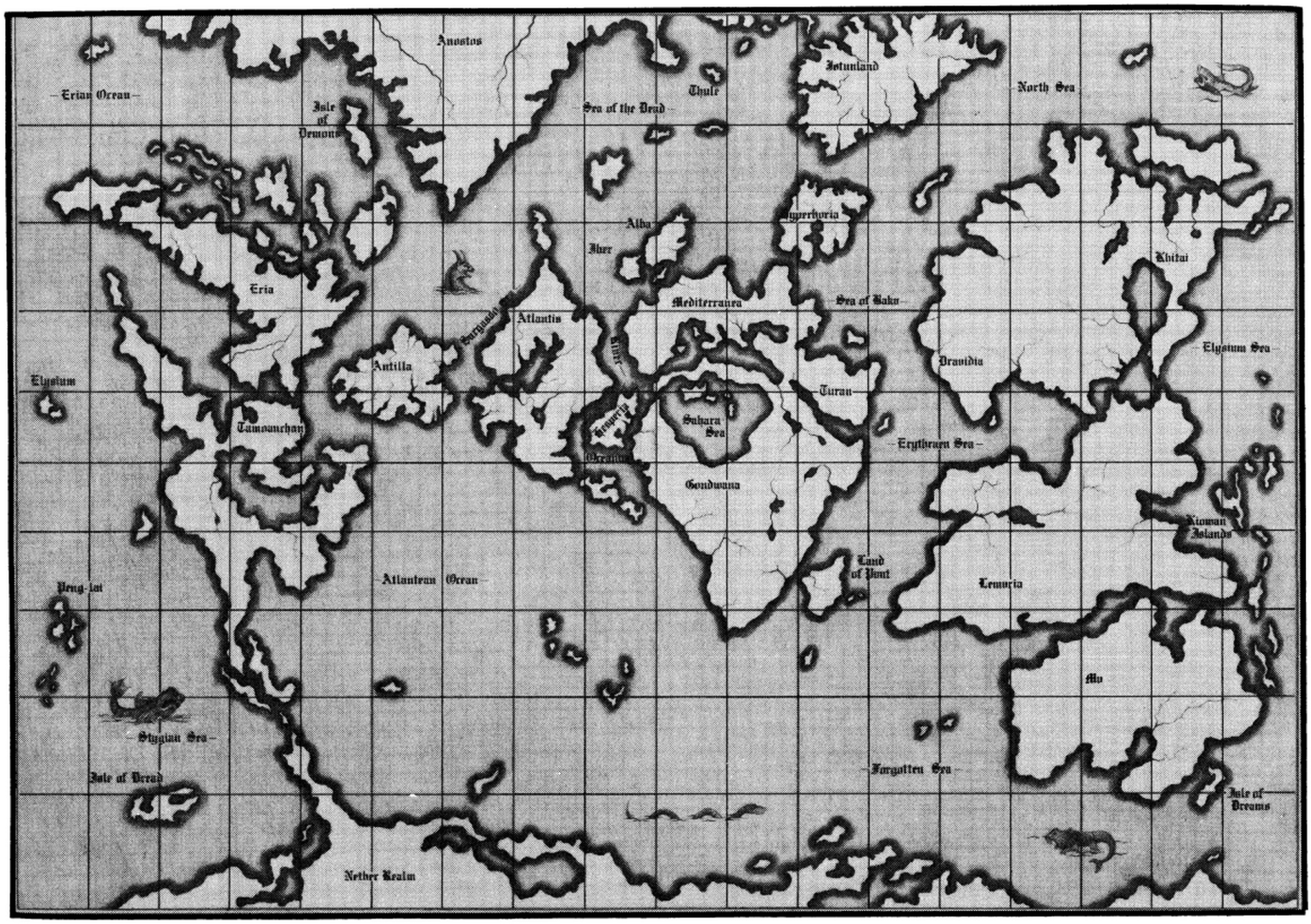
INTRODUCTION

The Bestiary is the third book of The Atlantean Trilogy™, a fantasy series based on the fabled Lost World of Atlantis. Featured within are more than a hundred creatures and beings drawn from the myths and legends of many different cultures. Some, such as the unicorn and dragon, will be familiar to almost every reader. Others, derived from more obscure sources, may offer some surprises to even the most dedicated fantasy enthusiasts. Together, this compendium of strange and exotic entities forms a separate and distinct mythos; that of the Age of Atlantis.

Each of the entries in The Bestiary is presented in detailed form, with accompanying illustrations by Marvel Comics® artist Bill Sienkiewicz. Complete statistics for each creature, additional information on animals native to the Antediluvian Epoch, and an alphabetical index can be found in the Appendices located at the end of the book.

Other books in The Atlantean Trilogy include the second edition of **The Arcanum** (the book of Atlantean magic and alchemy, including a comprehensive game system) and **The Lexicon** (atlas and cyclopedia of the Antediluvian Age).



THE SIDHE

"Older than time are the Sidhe, the Faery Folk who dwell in deepening wood and forest stream. They are a magical race, unknowable and strange, who leave their faery rings for us to see in grassy meadows; whose tricks may cause bemusement, or much worse. Though they dwell in common woodlands, the Sidhe are not seen save as they wish to be. A moment in their world is like a year in ours, such is the nature of their magic..."

The Lore of the Druids

ZAZIR

Zazir are an unusual species of Sidhe, measuring 1-2 inches in height and weighing only 1-2 drams. Though they are said to inhabit almost every region of the world, sightings of Zazir are incredibly rare; Zazir are extremely shy, and have little liking for mortal creatures. When seen at all, they are most often encountered in the company of sprites, whom they seem fond of.

Unlike most Sidhe, Zazir are quite industrious. They possess the unique ability to manufacture organic and inorganic materials from pure essence (that substance which alchemists believe exists on the border between physical and metaphysical reality). Each Zazir has his or her own specialty. Some create precious stones, some color the petals of flowers, some fashion dew drops and distribute them on grasses, spider webs, and so on. The more mischievous of these diminutive creatures make cobwebs, balls of lint, and the type of burrs that stick to people's clothing.

Though Zazir are generally benign creatures, they do not like being disturbed by noisy and inconsiderate humans. Those who disturb their works–even by accident, as happens most often– will often find that the Zazir have played some malicious prank upon them in order to get even. Typical Zazir pranks include putting tiny holes in a wineskin or water bag, tying knots in bow strings and shoe laces, undoing clasps or fastenings, and so on.

There are some who claim that Zazir will make gold or precious stones for those who treat them well. Others say that one must catch a Zazir and put it in a glass cage before it will make anything for a mortal. Either way, it's doubtful that a Zazir could make more than a carat's worth of precious stones (or a single coin's worth of gold) in a day, even if it really wanted to.

SPRITE

Sprites are tiny, mischievous beings, manlike in appearance but rarely exceeding six inches in height. They are generally thought to be most closely related to the Sidhe, though this remains a matter for speculation amongst most naturalists.

Sprites are shy and elusive creatures, who inhabit many wilderness regions. They avoid contact with most other races when possible, taking notice only when they are threatened or disturbed. In such cases, they will fight, generally ambushing their attackers with tiny bows and similar ranged weapons. Most of their weapons make use of a poison which induces sleep. They rarely attack with any intent to injure, usually seeking to render intruders helpless or otherwise hamper their activities.

Sprites can be generally characterized as precocious, silly, mischievous pranksters. They delight in simple games and practical jokes, and often seem to make it a contest to see how much trouble they can cause to outsiders without being caught. Thus, as Kullervo the Wanderer says in **The Travels**, many expeditions plagued by ill fortune can attribute their difficulties to sprites:

"It was not until we set the trap on the third night that we discovered what was behind our problem. Once again, in the dead of night, our bowstrings were stolen and the horses set free to graze as they would…but that was the last time. Our trap snared a tiny creature of wondrous beauty, a scant five inches tall, golden haired and laughing. This tiny sprite had been the cause of all our problems, as she readily boasted. It was a game, she said, to see how skillful and clever she could be. She was most upset at having been caught, and, to regain her freedom, she showed us a woodland trail which cut many miles off our journey."

Sprites, by and large, are childlike and innocent, with woefully short attention spans and little constancy of purpose. Anything that may capture their fancy can distract them, which makes them difficult to deal with. They possess a formidable arsenal of simple magic tricks and spells, but hardly ever employ these for anything other than their own amusement.

Sprites live in small bands or groups, being a gregarious race. They are only rarely encountered except when they want to be found, and men still know little of their ways or their full abilities. The occasional wanderer who has the good fortune to meet a band of sprites and win their confidence will enjoy the help and protection of the band for a long time thereafter, until the sprites become bored with the game. Due to their fondness for jokes and their tendency to become distracted, even the gratitude of the sprites is not without certain drawbacks.

OAKMEN

Oakmen are evil magical beings who haunt certain forests and woodland areas. Far from being a true species of creatures, Oakmen are believed to be the physical manifestations of evil spirits who have somehow become trapped within bodies of living oak (according to old folktales, murderers who are buried beneath an oak tree sometimes suffer such a fate).

Whatever their origins, Oakmen are certainly among the most vile and malicious of creatures. Neither plant nor animal, Oakmen appear as twisted and gnarled humanoids, roughly 3-4 feet in height. Their eyes are dark and deep-set, and their bodies are composed of rough, fibrous wood. In some individuals, the fingers and toes are twisted and elongated, resembling roots. In others a fine growth of tendrils and shoots may ring the head and/or face, giving a bearded or hirsute appearance.

Though Oakmen are physically weak and slow moving, they possess an innate ability to control plants. This ability enables Oakmen to magically animate limited areas of trees or plants at will, causing plants to grow, entangle, part, or even wither and die. Vines may be made to strangle opponents, grasses may be made to ensnare, trees may be made to lash out at individuals, and so on. There is no limit to the number of times Oakmen may use these abilities, though animating plants for combat purposes requires their total concentration. If hard-pressed, an Oakman may use a branch or stick to defend itself, but in most cases these miserable beings will flee if they are in danger of being slain.

Oakmen are hateful creatures, and spend most of their lives in seclusion. They often create great areas of dead or weirdly tangled forest in which to brood and hatch new and more sinister plans. No animal will live in these "haunted" or "dead" forests, and even sylvan creatures and Sidhe will give such places a wide berth. Living creatures of almost any sort who dare to enter the twisted lair of an Oakman will certainly be attacked, and if captured may be imprisoned in cages of living wood. It is said that Oakmen keep certain prisoners captive for years, so that they may watch them grow old and die. Oakmen themselves are immortal, though they may be slain with fire or magical weapons.

BOGGART

Boggarts (or "bogey men") are the most malicious of the Sidhe, and can be found in woodland and swampy areas throughout the known world. Like all faery folk they are magical creatures, and possess certain spell-like powers and abilities.

The average height of a Boggart is about two feet, give or take a few inches. Their faces and bodies are shriveled and lined with wrinkles, giving them the appearance of little old men (in fact, Boggarts are born looking like this). While their skin coloration normally ranges from yellowish-brown to green, Boggerts are able to change the color of their skin at will, and can assume any hue or combination of hues found in nature. Boggarts often use this ability to spy on other creatures, making them almost impossible to detect in natural surroundings of any type.

In terms of temperament, Boggarts are mean and spiteful creatures. They enjoy setting booby traps in wooded areas, playing tricks on others, and pilfering small items from individuals who pass through their domains. Boggarts excel at petty thievery, and are skilled at moving silently and picking pockets. They are quite bold, and will follow travellers for days, stealing coins, jewels and other valuables at every possible opportunity. According to legend, if a Boggart is caught he must reveal the location of his stolen riches; for this reason, Boggarts usually hide their ill-gotten gains in stump holes, badger burrows, and other places too cramped for creatures larger than themselves to enter.

Besides their other abilities, Boggarts are also able to cast up to three spells per day, such as Detect Magic, Invisibility, Phase Shift and False Dweomer. They will often use their spell casting abilities to baffle individuals who attempt to catch them for their treasure.

Boggarts are inept fighters, and generally attempt to avoid combat situations. If forced to fight in order to protect themselves, they are capable of delivering a nasty bite. Boggarts will also throw stones and other small objects at individuals in order to make mischief, but never with the intent of causing serious harm or death.

Unlike most faeries, Boggarts are solitary creatures. They rarely choose to speak with others, preferring instead to hold conversations (and even arguments) with themselves. If approached in a kindly and unthreatening manner, Boggarts will sometimes engage in short conversations. They do, however, have a distressing tendency to lie most of the time.

RABICAN

A graceful and rare animal, the rabican is a creature similar in appearance to an ordinary horse, but significantly smaller. Sleek and streamlined of build, the average rabican stands no more than five feet high at the shoulder. In color, they range from white to grey, with a downy coat which grows somewhat longer than typical horse's hair.

Rabicans have been described as being "fast as the wind," and the description is merited. They are far swifter than any other riding animal known, with the exception of the winged balaha. It is said that "the pursuit of the rabican is a pursuit lost; the chase of the rabican is a chase won."

These animals are few in number, and are hardly ever found away from the wilderness realms of the Sidhe, the faery-folk of the woodlands. The Sidhe have long used rabicans as steeds, and every Sidhe band is sure to have at least a few rabican steeds for hunting, delivering messages, or scouting the countryside.

Kullervo the Wanderer is one of the few writers to ever report an actual meeting with the Sidhe, and, in **The Travels**, he gives a rare description of the rabicans:

"So fast did the animals travel that they quickly overtook and then passed our party, though we had a long lead and fresh mounts. We had thought to avoid these people, who were reputed to be very distrustful of outsiders of all kinds, but it seemed we would no sooner turn in a new direction than there would be a line of Sidhe astride their lovely mounts suddenly maneuvered to block our advance. Yet it could be seen that the slender creatures tired easily, having no endurance to face a prolonged and strenuous period of riding."

ROANE

Roane are aquatic creatures who live in ponds, streams and marshes. Like most of the Sidhe, they tend to be shy and somewhat reclusive in nature. Roane are intensely curious, however, and often secretly observe the comings and goings of other creatures. They also enjoy chatting with other Sidhe, especially nymphs, sprites, and rabican.

In appearance, Roane bear some resemblance to otters, though their eyes are somewhat larger. They are excellent swimmers, and are practically impossible to catch while in the water. Though Roane can survive for indefinite periods of time on land, they become uncomfortable as soon as their fur begins to dry. As such, only the most extraordinary circumstances can impel them to leave their watery lairs.

Because Roane love to spy on other creatures, they often know almost everything that occurs in the areas in which they live. If approached with care, it is said that Roane will sometimes engage in conversation with certain types of humans, such as Druids, Shamans, and Beastmasters. They will only give out information in return for other news or gossip (or, sometimes, a song), and cannot be bribed with coin or drink (Roane are teatotalers, and have little use for money in their watery domains).

Roane are peaceful creatures, who would never dream of harming other animals or beings. They feed on shoots and buds, and eat only little of this meager fare. As they are sometimes hunted for their luxurious fur (which can bring as much as one thousand gold pieces or more in some places), Roane are cautious with regard to strangers. Most know a bit of enchantment, and will use their spells to foil captors if hard-pressed. While it is rare to spot more than a single Roane in any given area, sightings of mated couples or broods of young Roane have been reported.

BAKRU

Bakru are a malign race of faery-like beings who inhabit tropical forrests and jungles throughout certain parts of the world. In their native habitats Bakru are given a wide berth by most intelligent creatures, and are greatly feared by superstitious folk.

Bakru are quite repulsive to behold, having shriveled countenances and deep-set, dark eyes. Full-grown Bakru rarely stand more than one foot in height, and may weigh as little as 10-12 ounces. Most have long hair, and the males are always bearded. Hair and skin coloration are usually identical, with the most common pigmentation being dirty brown or dark green both albino and black Bakru are known to exist, but are said to be quite rare.

Bakru live in clans of 10-100 individuals and never venture forth in groups of less than four. Their mating habits are largely unknown, though it is believed that the females bear only 1-3 offspring in their long lives (Bakru are said to live well past 200 years of age). They are hunters and gatherers, and build no permanent dwellings.

While Bakru are not physically strong, they possess superior speed and dexterity. Their diminutive weapons and tools are well made, as are the intricate snares which Bakru construct from woven grasses, reeds, and sharpened sticks. Although Bakru will set large snares around the perimeter of an encampment to ward off trespassers, these devices are most commonly used to trap snakes, which Bakru "milk" for their venom. Bakru use this venom to treat the deadly, needle-like spears which their warriors wield in battle. The exact process by which Bakru treat these weapons is not known, though it is believed that the warriors soak their wooden spears for long periods of time in a mixture of different venoms. This may explain the uncanny toxicity of these tiny weapons, which can be used to inflict numerous "stings" before losing their venomous properties.

Like the earliest humanoid races, Bakru have learned to domesticate certain species of wild animals. The most commonly domesticated creatures are rats and weasels, which Bakru use as steeds and burden beasts. Occasionally Bakru are able to capture and tame mongooses, which are greatly prized for their ability to kill snakes. Bakru steeds of any sort are trained to fight with their riders, thus increasing the combat capabilities of warring and raiding parties.

Despite their small size, Bakru are surprisingly dangerous antagonists. Operating under cover of darkness, they will often raid humanoid encampments, stealing food and such supplies as they can carry off on the steeds. Bakru are especially fond of gemstones, and prefer these treasures above more cumbersome items (such as coins, jewelry, etc.). It is not uncommon for Bakru to silently sneak into a village or campsite in order to set traps and snares, sabotage carts and wagons, or tamper with the inhabitants' tools and weapons favorite ploys include partially sawing through bowstrings and backpack straps, and putting poisonous or intoxicating herbs in wineskins and waterskins. Especially bold Bakru warriors will even dare to tie up or entangle humanoids as they sleep. In order to avoid confrontations with Bakru, certain humanoid tribes have been known to regularly pay them tributes of snakes, herbs and spices, lending credence to the Bakru's claim that they are the true masters of any land in which they live.

NYMPHS

Best-known of the Sidhe peoples, nymphs are a slender, graceful race of extraordinary beauty. The name is generic for all female Sidhe; it is usually misapplied to suggest that these female Sidhe are a race unto themselves, an obvious impossibility.

The race of nymphs is commonly divided into five distinct groups– dryads, hyads, naiads, nereids, and oreads. These are dealt with separately below.

Dryads (or wood nymphs) are female Sidhe who live in forest regions. They make their homes inside trees, through the use of elemental magic. They are shy and retiring as a rule, preferring to avoid the attention of non-Sidhe. Now and again a nymph will take notice of an attractive male (not necessarily a Sidhe) and will approach him. Most, however, are not so bold, and indeed are brought up to fear the advances of men. This causes a perpetual problem between dryads and the more lustful wilderland peoples, such as satyrs and centaurs.

Most other nymph cultures are essentially similar, but make their homes in different regions. Hyads have mastery over elemental magics of the air, and live among the clouds. Naiads inhabit lakes and rivers, particularly in wilderness areas. The nereids live deep underwater, in the sea, and are frequently found associating with tritons. Some, less scrupulous than their sisters, are known to lure sailors to their dooms.

Oreads are mountain dwellers, and love to hunt at night in secluded mountain vales. They are fierce, and not at all shy. If offended, they are likely to exact vengeance. At least half of any Oread band will be riding rabican steeds if encountered outside of their woodland settlements. Some scholars associate these nymphs with the race of Elves, a relationship which the proud Oreads deny.

All nymphs are slight of build, and very attractive, especially to humans. Kullervo the Wanderer once encountered a band of oreads, and described them in this passage from The Travels.

"Each was dressed in modest simplicity, in a loose tunic that seemed to shimmer with changing hues as one watched; now it blended with the grey of the rocks, now with the green of the meadows... All carried spears, save for a few who were armed with bows and small quivers of arrows. They were sure of themselves, picking a trail through the moonless dark, and we were hard-put to maintain the pace they set. When at last we reached the narrow cleft at the end of the valley, the leader of the band signalled and her troop melted into the shadows. Turning to us, she repeated her previous warning, and bade us never come into these woodlands again."

SPRIGGAN

Spriggans are strange little creatures believed to be related in some way to the lesser elementals known as earth gnomes. They average three feet in height, have somewhat exaggerated facial features, and are hairless. Poor craftsmen, most wear shabbily-made tunics and articles of clothing that have been lost or discarded by other creatures.

Spriggans are usually found only in wooded areas, far from the towns and villages of more civilized folk. They make their home beneath the earth, where they construct elaborate burrow and tunnel complexes. Inveterate scavengers, Spriggans collect all sorts of items, including old clothes, empty bottles, balls of string, coins, and so forth. They are quite proud of their collections, and often show them to others of their kind. While Spriggans have no concept of what money is, they sometimes will trade items in their collections for other articles. As indivdual preferences dictate the nature of any Spriggan's tastes, they may agree to the most absurd-seeming exchanges, or may refuse a seemingly favorable deal. In any case, the reasons for a Spriggan's willingness or unwillingness to deal will rarely be comprehensible to humans (or, for that matter, any other creature except the Spriggan who is involved in the exchange).

Though most of the other Sidhe races find them to be somewhat comical, Spriggans consider themselves a noble race. They often stand guard over other communities or bands of Sidhe such as sprites, Zazir, and nymphs. Despite their smallish size, Spriggans are quite strong, and many are handy with a club or cudgel.

Spriggans are sociable creatures, even though most prefer to live alone. They occasionally meet with others of their own kind, comparing collections and exchanging tidbits of news and gossip. They enjoy strong drink, but become silly after a glass or two. When in such a condition, Spriggans become quite bold, and will sometimes challenge each other to various feats of derring-do.

Spriggans do not like goblins, whom they consider rude and gross. They despise trolls, especially the types that burrow underground.

THE GOBLIN RACES

"The goblin races are thought by some to be a degenerate species of Sidhe, crude and primitive in their ways and lacking in magical qualities. Dank caves and murky swamps are their favored territories, for they find no joy in woodland glades and open places. Things of beauty they would as soon destroy, or warp to their own, distorted tastes. Only riches do they covet, and in this respect the goblin folk bear some semblance to the races of men. It is well that they argue and war amongst themselves, lest the earth be overrun with their kind..."

Kullervo the Wanderer

GOBLIN

The term "goblin" is actually applied to a whole range of different, but related, humanoid creatures. They are an ugly, misshapen race, varying in size from three feet in height to a very large species standing seven feet tall and weighing upwards of 350 pounds. As a common facet of all goblin tribes is rule by the strong, smaller, weaker individuals tend to be easily dominated by their more powerful cousins.

The overall appearance of goblins, aside from size, is basically similar from one to another. They are humanoid in shape, but tend to be bowlegged, with long, almost apelike arms and misshapen features. Skin coloration varies from yellow to brown or even a murky shade of dark green. A goblin's eyes are jet black with white or yellow pupils. Their faces are broad and flat, and their mouths lined with sharp teeth and protruding lower fangs.

Goblins are an evil race, warlike, quarrelsome, and nasty. They hate and fear the sun, though a few can tolerate it at need. For the most part, they live underground, coming forth at night to raid neighboring territories for booty, food, and slaves; the latter two commodities are interchangeable, for goblins are carnivores who will eat prisoners for whom they have no other use.

As goblins are generally poor craftsmen, their equipment tends to be ragged. They occasionally acquire good quality weapons, armor, shields, and similar items from their raids, booty which generally goes to the strongest of the tribe. Thus the better-equipped goblins are also those most capable in the use of such gear.

Goblins are the fierce and determined enemies of dwarves, above all others, for both races compete for the best underground tunnel complexes. They occasionally cooperate with rival goblin tribes, trolls, ogres, and other foul creatures, and sometimes are found in the service of evil spell casters. For the most part, though, each goblin tribe works alone, and quarrels between tribes, often leading to outright wars, are quite frequent.

Goblins are not particularly bright, and few have ever been known to become conversant with magic of any kind. There are exceptions, and occasionally an intelligent goblin can rise to a position of power. Such a leader may be a focus of a powerful alliance of tribes and can pose a serious threat to civilized peoples for miles around.

CAVE TROLL

Scholars differ in their theories concerning the origin and true nature of the cave troll. Some argue that the creature is not properly a troll at all, though there are undoubtedly several troll-like characteristics in the make-up of these beings. A few writers have made persuasive arguments for cave trolls being the result of unnatural breeding between mountain trolls and some large, now-extinct subterranean reptile. However, this theory is not fully accepted among naturalists, and scholarly debates on the subject continue apace.

Cave trolls have a humanoid form similar in many respects to that of mountain trolls: massive, heavily muscled, and hairless, with broad flat features and elongated ears. There are several startling differences, however. First, the cave troll is much larger than any other form of troll, ranging from ten to twelve feet in height when fully grown. The cave troll is also covered with a greenish, scaly hide. The fangs are smaller and less numerous, for cave trolls usually feed on smaller prey than do other trolls. Most interesting of all is the fact that the cave troll lacks pupils in its eyes, and is quite blind.

Adapted to an underground existence, where perpetual darkness reigns, the cave troll species has developed other senses to compensate for its lack of sight. They can detect even the slightest vibrations in rock for up to a 1000-foot range, and have some sort of "sonar," like a bat's, for the detection of obstructions in their immediate vicinity. They also have an amazingly accurate sense of smell, which leads them unerringly to prey. Subterranean disturbances of any kind, including mining, combat, or even the passage of a large party making no particular precautions to move in a stealthy fashion, may draw curious cave trolls rapidly to the scene. The scent of other creatures may encourage them to attack, the smell of blood driving them into a killing frenzy of unimaginable ferocity.

Cave trolls are superb tunnelers, using their immense strength to claw through stone and rock. In a single minute, a cave troll can clear a five foot cubic volume of such material. In this fashion they can rapidly burrow new tunnels as needed. This ability has led rock trolls and some goblin tribes to attempt to capture and train cave trolls to aid them in mining and tunneling work. Cave trolls are incredibly stupid, however, and it requires constant supervision to keep them working in the desired manner. As such, cave trolls are generally of little value in this type of work. Attempts to cross-breed cave trolls with rock trolls, in the hope of obtaining a species with similar abilities but a higher intelligence, have never met with any degree of success.

Cave trolls are strictly creatures of the darkness. Exposed to daylight, they turn to stone. This has prompted the other major theory of cave troll origins, which claims that cave trolls were in fact animated from stone in imitation of ordinary trolls by some powerful black magic. Ludicrous as this theory may seem, it is not without its own adherents.

ROCK TROLL

Rock Trolls are the most common species of Trolls, an evil and dangerous race of creatures feared for their great strength and cruelty. Rock trolls are the smallest of troll-kind, but also the cleverest. As cleverness is relative, however, even rock trolls are, by human terms, brutish and stupid.

Most rock trolls stand between six and seven feet in height, are brawny and over-muscled, and extraordinarily ugly. Their skin is greyish in color, and their bodies are hairless. Rock trolls have flat-featured faces, with low foreheads, broad noses, and elongated ears. Their mouths are wide, and filled with long, sharp teeth.

Being fairly intelligent, rock trolls are capable of manufacturing various types of equipment, from weapons, shields, and armor up to massive siege engines. Such equipment is normally crude in the extreme, though effective enough. Rock trolls usually organize into large, warlike clans, under the leadership of a troll king who is generally the strongest of the tribe. Unlike other trolls, they are not so much governed by their appetites. They take prisoners, employing them as slave laborers in their underground mines. Rock trolls covet mineral wealth of all kinds, and spend much of their energy in the planning and construction of mining operations.

By and large, however, these creatures prefer to take treasures from others, an approach that, to their minds, is far more appealing. As a result, rock trolls are continually at odds with the race of dwarves, who are their most dire enemies. Underground wars between dwarves and rock trolls break out frequently, and it is in these subterranean conflicts that the rock trolls exercise their considerable abilities in the area of siegecraft.

Kullervo the Wanderer, in **The Travels**, recounts the story of a siege of this type, in which he and his companions were involved:

"On the fifth day, there was a new breach made, on one of the upper levels on the south side. None of the defenders had expected an assault from this quarter. Evidently the rock trolls had excavated a mine in that area long before, in anticipation of the attack, and it had gone undiscovered. The defenders rallied after losing much of the south quarter of level two, and we were among the reserves thrown in. Soon we found ourselves in an awful melee, facing these fell, monstrous beings. By now many were armed with hammers and axes captured from the dwarves, and our only advantage was the superior strategy of the General, who lured their best fighters into a trap and then launched a counter offensive which carried us back to the breach..."

Rock trolls occasionally cooperate with goblins, and sometimes "tame" the bestial cave trolls. They will ally themselves with any creature which can help them achieve their immediate ends, though they are treacherous and cruel partners in any endeavor.

SWAMP TROLL

Swamp trolls, like rock trolls, are massive creatures, brutish and ugly. Many of their features are similar to those of rock trolls, though swamp trolls are taller and heavier, and sport longer, sharper fangs than their cave-dwelling relatives. They are not as bright, though they have a bestial cunning which makes them dangerous foes.

A solitary species of troll-kind, the Swamp Troll is adapted to an aquatic existence, and is commonly found inhabiting pools, rivers, marshes, and coastal waters. They are air-breathers, but a massive lung capacity permits them to stay underwater for long periods of time. Indeed, most prefer to lair in air-filled caves accessible only from underwater entrances. When such a cave is found, a swamp troll will excavate air vents to the surface too small for most creatures to enter. With a secure air supply, the troll has a safe and well-protected lair.

Swamp trolls, like others of their race, are carnivores. They will kill and eat almost any living thing, and are especially fond of men as food. They love treasure of all types, not for its value, but because they happen to take a fancy to glittering objects. For this reason, swamp trolls can sometimes be "bought off" with an offering of treasure, which they usually hide in their lairs.

Long ago, swamp trolls hit upon the concept of establishing themselves near bridges, lurking in the shadows and awaiting the appearance of wayfarers. These trolls demand the payment of a "toll" to permit passage; travelers who cannot pay are seized and devoured. Kullervo the Wanderer tells us that one of his party was killed fighting a swamp troll for a bridge, and several others of the party injured, before the troll was finally killed.

Most of the time, swamp trolls appropriate bridges built by Man to levy their tolls. A few, however, will actually construct bridges of their own where no such structure exists. They are lazy creatures, rarely exerting themselves, but they can fashion crude tools and weapons when forced to do so.

Swamp trolls prefer to live alone, but occasionally a family group is encountered. In such cases, the death of the dominant troll may lead to a vengeful rampage by other members of the family. In many cases, authorities tolerate the depredations of a troll rather than risk the possibility of a reign of terror that could result from the killing of a family member.

Swamp trolls dislike sunlight, and can tolerate the direct rays of the sun for only a short time. They stay in the shadows as much as possible, but will come forth to confront travelers at need.

OGRE

Tall, broad, and massive in build, ogres are a branch of giant-kind, but are even more cruel and evil in nature than most of their giant relatives. Typically, these creatures are a yellowish-brown in color, with scabrous, dark, mottled skin and thick, shaggy facial and body hair. They have eyes that show no obvious pupils, and their bodies emit an overpowering stench. Knotted muscles and a powerful build combine to make them appear misshapen, and they are exceedingly ugly in form and feature alike.

Ogres are bestial creatures, incredibly strong and ferocious, and quite stupid. They are easily confused or duped, and often fall prey to magic spells based on illusion. They may also be distracted by a variety of simple deceptions, puzzles, or questions. However, an ogre in a killing frenzy is unlikely to be diverted from his prey.

Ogres are usually rather solitary in their ways, though bands of up to a dozen individuals are sometimes encountered. They are fond of appropriating a cave, an abandoned building or some other lair, and then terrorizing the surrounding region. Fascinated by shiny trinkets and similar objects, they frequently amass sizable treasures from waylaid travelers, or as tribute from frightened locals.

The main diet of ogres is meat, often human flesh. They delight in brutality and cruelty, preferring smashing and crushing weapons above all others, and frequently taking prisoners to torture at leisure. They are greatly feared, as Chiron the Wise points out in his **Natural History**:

"Upon learning that an ogre had taken up residence in the abandoned keep, the townsfolk determined to appease the creature for fear of otherwise provoking its wrath. Small jewels and other treasures were part of the tribute offered up. In addition, a lottery was decreed, and one victim chosen every week turned over to the monster for its cruel sport. Ultimately, a wandering mercenary substituted himself for one of the chosen victims, and surprised the ogre. It was killed in the struggle that followed, and the mercenary was given land, a title, and a great fortune by the townsfolk he had thus freed."

Because of their low intelligence, ogres are generally primitive and barbaric. They dress in ragged, uncured hides, and generally carry simple clubs, or occasionally, maces or other weapons captured from their victims.

They are found almost everywhere, though ogres are far from common. A few have been known to attach themselves to bands of goblins or other evil creatures, but for the most part they are too primitive and quarrelsome to cooperate with members of other races.

"It was bigger than the others, nearly eight feet tall, and must have weighed nearly a thousand pounds. The stench of the creature was only matched by the horror of its fierce and brutish visage. Three of us faced it, myself and two city dwellers I did not know, from the volunteers who joined us in coming to the aid of the dwarves. We three were not enough... It plucked one of the men from the ground with one hand, and almost casually threw him aside. He landed against the rock wall of the cavern, his spine snapped by the force of the impact. My other companion was also lifted from the ground, but the creature chose this time to use those awful hands to crush the life out of him, heedless of his frantic slashings, and of my feeble efforts to aid him. The great troll dropped the body when the life was gone, and advanced next on me... discretion taking precedent over more valorous conduct, I endeavored to depart by the swiftest means possible."

MOUNTAIN TROLL

Mountain trolls are closely related to rock trolls, but are larger, generally eight feet or more in height, and more massive. In overall appearance, however, they are almost identical, and it is clear that these two branches of troll-kind are quite close to one another on the tree of evolution.

Mountain trolls are much less intelligent than the smaller rock trolls, and far less sophisticated. They rarely use weapons more sophisticated than simple, poorly fashioned clubs, and often prefer to use hands, claws, and fangs. They have virtually no concept of social structure above that of the family, and sometimes don't seem to care much about close family members, either. Thus, they are usually found dwelling alone. From time to time a rock troll clan or goblin tribe will take in a handful of mountain trolls, whose size and strength can be put to good use with intelligent direction.

Mountain trolls are tireless creatures who possess incredible strength. They can pick up and hurl stones with the same effects as a light catapult. For this reason, rock trolls often make a place for mountain trolls in their siegecraft, employing them as "living artillery" in combat situations. The terrifying strength of a mountain troll makes it possible for these creatures to pick up a human-sized opponent with one hand and hurl the victim as much as twenty feet.

Since mountain trolls are not particularly bright, they rarely build things. Usually, they lair in caves, though mountain trolls will sometimes take over an abandoned hovel (or make such a hovel *become* abandoned in short order).

In **The Travels**, Kullervo the Wanderer mentions his one and only encounter with a mountain troll, an experience which, as he later confessed, left him more shaken than any of his other adventures:

THE SYLVAN RACES

"Between the Faery Folk and the races of men, the sylvan creatures dwell, deep in their wilderness retreats. Some call them the lesser Sidhe, for many of their kind have magic, though usually only of the weaker sort. Others claim that they are but more natural versions of men, incapable of disguising their true nature by means of subtle deceits. Hence, the satyr revels in his lust and intemperance, the centaur in its boldness and speed, the arcitenus in its awful strength, and the unicorn in its wondrous beauty . . ."

The Lore of the Druids

MALATAUR

Malataurs are a deviant species of centaur resembling a cross between mountain goat and man. Males of the species have great spiraling horns; females, a pair of small, sharp horns. Though not especially swift, they are sure-footed climbers, capable of traversing rough and mountainous terrain with little difficulty.

Malataurs may be encountered in hunting parties of four to twenty males, the females usually being left behind to care for their young. Aside from the race of men, Malataurs are one of the few species who will hunt purely for sport. They are wicked creatures, who have no respect for other forms of life, often taking the heads of their victims as trophies.

Though they are not known as good craftsmen, Malataurs make shortbows of fairly decent quality. The males are skilled archers, and can shoot equally well from a stationary position or at full gallop. They are also skilled at setting all sorts of snares, some of which are said to be most inventive.

In combat, Malataurs prefer fighting at long range, using either the short bow or javelin. At close range, they will resort to hand-held weaponry if such items are available. If not, they will either butt opponents or kick them with their front or hind legs, the hooves of which are quite sharp.

As Malataurs are fairly intelligent, they will rob victims of treasure, usable weapons, and magical paraphenalia. Items which they cannot make immediate use of are usually discarded, or hidden in secret forest caches.

GWYLION

Gwylion are a species of sylvan creatures similar in appearance to satyrs, though possessed of more sinister tendencies. From the waist up, these creatures resemble strikingly beautiful human maidens, with alluring features and an impelling gaze. The lower body of a gwylion resembles a goat, however, with shaggy hair and sharp, pointed hooves.

All Gwylion possess some talent for witchcraft, though it is rare for these beings to attain any degree of mastery in this field. Compensating for this are the Gwylion's innate magical powers, which include the ability to disguise their true forms by illusory means. A gwylion's voice and gaze both have the effect of a charm spell, the kiss of this creature being especially potent in this regard. Gylion use their abilities to seduce males of other humanoid species, for they are incapable of producing male offspring, and must resort to such devices in order to propagate their own, evil race.

Like most sylvan creatures, Gwylion prefer to make their homes in isolated woodland areas. Some live on wooded or tropical isles, where they can prey upon the crews of passing ships. On occasion, they may be seen in the company of Malataurs or Arciteni. Most often, Gwylion choose to live only with others of their own kind.

A band of Gwylion will usually number up to twenty females and perhaps twice this number in captured mates. The charmed males are made to serve their Gwylion mistresses, and are generally little more than slaves. Though Gwylion will sometimes pamper a favored male, most tire of their mates after a few months, after which time the discarded male is likely to be used for food. As such, Gwylion are always looking for new males to capture and enslave. They will take centaur, satyr, or elven mates, but only if human males are scarce. Much to the chagrin of Malataurs and Arciteni, Gwylion have no attraction for these creatures.

SATYR

The Satyrs are a woodland race, a wild and primitive people most renowned for their promiscuity and unruliness. Their heads, arms, and upper torsos are those of a man, but their legs are goatlike, covered in tangled fur and ending in sharp hooves. Their ears also resemble those of a goat, and they have horns on their heads.

Satyrs are simple, pastoral creatures, shunning civilization and preferring to live lives of simplicity and merry-making. They subsist on berries and other vegetable products, and have a great fondness for wine.

For the most part, satyrs are harmless enough, but they have many faults which can put them at odds with men. Drunken satyrs can be destructive and violent, and bands of them sometimes descend upon remote farms or villages in a drunken frenzy. The usual object of these raids is to carry off women, for satyrs are notorious for their attraction to females of almost any humanoid species. If their advances are rejected, they may strive to use force where charm fails, often to unfortunate results.

Satyrs, though typically bestial in their appetites, are fairly intelligent. They are lacking in control and will-power, however, being slaves to their baser instincts in many respects. Despite their intelligence, they have no great interest in civilization, preferring instead to live in the open air or in small caves. Satyrs rarely make anything more complex than the simple musical instruments–the syrinx pipes–for which they are well known.

Chiron's **Natural History** mentions satyrs only briefly, and is mostly concerned with their reclusive habits. Apparently, the author was unaware of (or unwilling to discuss) their more frequent interactions with men.

"Deep in these woods dwelt a band of the Goat-men, or Satyrs as they are commonly called. Many of the inhabitants of the region looked upon them as protective deities of the forests, and were much afraid of their displeasure. During the afternoon, when these woods people were known to be asleep, none dared to disturb them, for it was said that such disturbances would rouse the Satyrs against the men beyond the forest. Feeling a great dread of their wrath, the men made frequent offerings of wine, which were accepted willingly."

This fear of the satyrs is hard to explain, considering their generally hedonistic ways. But it is true that satyrs, being crafty and skilled in woodlore, could cause considerable trouble for others who dwell in or near their forests and woodland regions.

It is sometimes claimed that there are no female satyrs, but this, of course, is patently absurd. Few female satyrs have ever been seen, and so it is suspected that they are even more reclusive than the males. They are also believed to refrain from the drunkenness and wanton behavior of the males, and evidently keep well out of the way of men.

UNICORN

Unicorns are woodland creatures, rare and elusive, and possessed of exceptional grace and beauty. In appearance they resemble small, slightly built horses with long, flowing manes. They are easily distinguishable from other equine species, however, by the spiraling horn which each unicorn bears in the center of its forehead.

Shy by nature, unicorns shun the company of most other creatures, preferring to dwell alone or in mated pairs. They will sometimes tolerate elves, nymphs, and the more benign varieties of Sidhe, and have an uncanny attraction for human females. It is said that unicorns will only consent to be ridden by virgin maidens of pure heart.

Unicorns are among the swiftest of creatures, and are able to traverse even the densest forests with uncanny speed and agility. So light is the tread of these creatures that they leave not the faintest traces of their passing, such trails normally being indiscernible even by magical means. In addition to their physical attributes, unicorns possess the ability to sense living creatures of all sorts at a range of up to one mile, making them almost impossible to observe, much less capture.

Although they are the gentlest of creatures, unicorns are more than capable of defending themselves should the need arise. The horn of a unicorn is a potent weapon, and is said to be capable of piercing even magical armor. A unicorn may also use its hooves against attackers, though it will rarely employ such tactics unless all avenues of escape are blocked. Being immune to magical spells of control and influence, unicorns cannot be charmed. Nor are they affected by poisons or toxic substances of any kind.

Unicorns have long been sought after by collectors of rare beasts, generally to little avail. Spell casters and alchemists covet the unicorn's horn, which is said to possess many excellent virtues. Despite the exorbitant prices which these items command, unicorn horns remain amongst the absolute rarest of commodities. The possessor of a single such horn might well demand a king's ransom in gold for it.

ARCITENUS

A race of two-headed centaurs, the Arciteni are somewhat similar to their more common and familiar cousins. The typical Arcitenus is stronger and much larger than an ordinary centaur, and possessed of two heads, rather than one, on broad, muscular shoulders. These are the only real differences, physically, between the two races.

Scholars believe that the Arciteni are the brutish ancestors of ordinary centaurs, but opinions as to their actual relationship, and their origins, differ. In the **Natural History**, Chiron the Wise takes the popular view that the origin of this race was magical, and recounts a legend common among the villages of the eastern steppes.

"In days gone by, they say, the magician was summoned upon to assist the plainsfolk to repel a great migration of centaurs, in hopes that the warlike tide might be turned or held back. This he did for a time, by means of complex spells and arcane lore, until at length it seemed that the people were saved. Yet those who had called upon him for salvation proved unwilling to grant the magician the payment he now demanded, and in anger he used his powers now to summon, rather than repel, the centaur invaders. He himself led the barbaric half-men, and conquered the land, proclaiming himself tyrant over the district. To protect himself, so it is said, he created a host of bodyguards, like centaurs but larger, fiercer, and possessed of two heads for constant watchfulness. When at last the tyrant magician was killed, his followers dispersed, and the people of the villages gained their liberty once more."

Chiron's view of the race's origins is one common in popular folklore, but disputed by many scholars. The truth is long lost in legend and conflicting tradition, and not likely to be settled.

The Arciteni are barbaric, and are even more aggressive and fierce than the typical centaur. It is rare that one encounters an Arcitenus using sophisticated weapons, armor, or other implements. They also tend to be uglier, more ill-tempered, and even fonder of random destruction than their cousins. Luckily, they are much less common overall, and thus not so frequently met. Their range is much the same as that of ordinary centaurs, and they are also found in small migratory bands or tribes.

CENTAUR

The Centaurs of the plains are a nomadic race, generally found in small bands or herds. In appearance, they have the lower torso of a horse, with a human body emerging from the horse's foreparts. A generally barbaric race, centaurs are wanderers who inhabit open grasslands or mountain valleys. Some are fairly sophisticated, but few have ever been known to settle in any one region for long. Because of their migratory preferences, centaurs are found almost everywhere in the temperate regions, though they are rarely encountered on isolated islands. Their appearance throughout several separate landmasses is something of an enigma, for they do not love the sea, and are reluctant to cross it.

Centaurs do not eat meat, but live off a variety of grasses, vegetable products, and berries. The average centaur is a prodigious eater, requiring vast amounts of fuel to support his or her great body weight. A wandering tribe of centaurs can strip a region bare in a relatively short time, before being forced to move on. For this reason, a full, migrating tribe rarely numbers more than fifty individuals, and raiding bands are usually limited to about twenty warriors.

The centaurs, despite their pastoral nature, are fierce warriors. Writers have often marvelled at their raids, as is exemplified in this description from the **Natural History**:

"No village, no hamlet or farm, was safe from the depredations of the centaur migration that year. As the tribe passed along the chosen route, parties of warriors were dispatched to each side of the main column to harrass and raid the folk who had the misfortune to dwell in those parts. Against common farmers these warrior bands were unstoppable, riding down all interference, setting fire to their villages and carrying off their supplies. Women they seized and carried off as well, plus a few young men and children to be used as slaves. When they were met by organized arms, the result was much the same, for they could outride the finest cavalry and overcome any but the most resolute bodies of foot soldiers."

Chiron's chronicle of this centaur migration exaggerates somewhat the power of such a tribe, but has been proven to be substantially accurate. Centaur raiding bands commonly seek two specific things: liquor and women. Having no talent for brewing or wine-making, they satisfy their fondness for drink from the labors of others. In many lands, the drunken celebrations and brawls of centaurs have passed into legend.

Not all centaurs are as savage as this, however. Some are quite intelligent, and certain bands have been known to develop higher levels of technological sophistication. Though most arm themselves with clubs, simple spears, and other such weapons, bands and tribes equipped with elaborate armor, lances, bows, and well-forged swords are well documented.

THE GIANT RACES

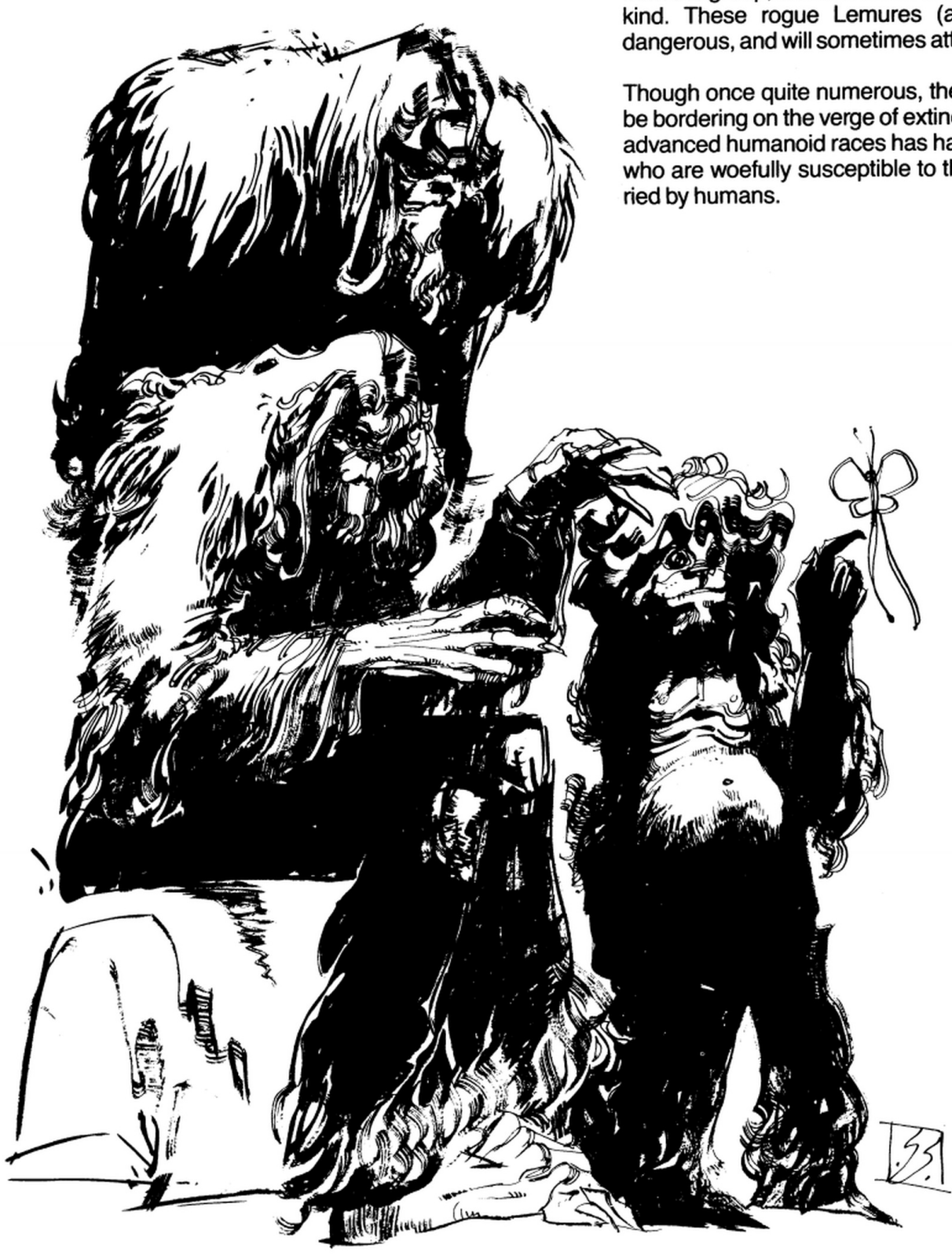
"The predecessors of the race of men were the giants; great and terrible beings beneath whose tread the very earth itself did tremble. The world was theirs to rule, but even this was not enough for the race of giants. Seeking to usurp control of the heavens, they made war with the gods of ancient times. In the end, the gods proved victorious, and the giants were overthrown. Those who remained retreated to farthest corners of the world, there to ponder their defeat. Thus did the race of men inherit the earth..."

Solmeht the Chronicler

LEMURES

Lemures are a giant race of humanoids occasionally found in temperate forests and jungles throughout the known world. Like their distant relatives, the Yeti, Lemures are said to be among the earliest known species of human-like beings some scholars claim that humans are descended from Lemures and an extinct race of beings known as Rhmoals.

Lemures are powerfully built, and are surprisingly swift for their size. Their bodies are covered with a coat of coarse fur which ranges in color from tawny brown to black. Areas of the face, palms, and the soles of their feet are devoid of hair, and protected instead by a tough, leathery hide (usually tan or dark brown in color). This combination of fur and hide affords Lemures excellent protection from biting and stinging insects, and in some unknown way renders them immune to the effects of systemic poisons and venomous bites. Lemures are affected by ingested poisons such as toxic powders and dusts, however.



Lemures are herbivores, eating only fruit, berries, and certain types of leafy shrubs. Although they are not overly aggressive creatures, Lemures can be quite dangerous. They will attack if their offspring or mates are threatened, or if individuals approach their lairs. When angered, Lemures are fierce antagonists, capable of sending a human-sized opponent reeling with a single backhand swipe, or crushing human-sized foes in their bear-like arms. If defending their mates or offspring, Lemures will fight to the death; if not, they will generally flee rather than be killed.

Like many types of apes, Lemures live in groups. The females bear a single "cub" once per year for 2-3 years, then become barren. Both the male and female work together to gather food, tend their offspring, and build circular "nests" of leaves, vines, and boughs. A group of Lemures will always be led by the largest and strongest male, who acts as protector of the clan. Lemure leaders maintain their position of authority only as long as they can continue to repulse the challenges of the other males in the group. Though most such challenges consist mainly of posturing, howling and shoving, violent clashes do occur on rare occasions. The loser of this type of challenge is always banished from the group, and thereafter may never associate with others of their kind. These rogue Lemures (as they are called) are extremely dangerous, and will sometimes attack humanoids without provocation.

Though once quite numerous, the Lemure species is now believed to be bordering on the verge of extinction. The proliferation of other, more advanced humanoid races has had a profound effect on the Lemures, who are woefully susceptible to the types of diseases commonly carried by humans.

AEGIR

Sometimes referred to as the "Black Horror of the Swamps," the Aegir are a powerful race of water-dwelling creatures. Towering twelve feet tall or more and of generally loathsome appearance, Aegir, like cyclopses, often have but a single eye in the center of the forehead. They are shaggy and powerfully muscled, with broad, flat hands and feet adapted to swimming. Aegir are found in swamps, bogs, lakes, ponds, and some coastal areas, and are best adapted to an underwater existence, though they are capable of surviving on land as well. They possess only the most rudimentary intelligence, but have a certain animal cunning and are known to employ simple weapons and tools.

The Aegir are not true water-breathers, being more closely akin to certain species of water-dwelling mammals. An impressive lung capacity permits them to stay submerged for long periods of time. For the most part, Aegir dwell in caves, accessible by means of underwater entrances but filled with air. They prey on all sorts of aquatic creatures, but also come ashore from time to time to look for a change in diet.

In the **Natural History**, Chiron the Wise records some information on these swamp giants, but it is plainly a combination of second-hand reports and local superstitions, and not completely to be relied upon.

"The people of this district have long debated as to whether the attacks were the work of a beast, or the act of some supernatural visitation. There were those who claimed that it was the wrath of the river-god, who assumed the form of an immense, hideous man, dripping with river weeds and patches of stinking mud. Others maintained that this was not the incarnation of a deity at all, but a savage giant called Aegir, a cyclopean monster with a cruel hatred of all things human. This Aegir was said to have overturned boats, pulled swimmers down from below, and to have attacked townsfolk in the heart of the city itself in the early morning hours before the sun was awake."

It is plain that Aegir and cyclopses are in some way related. In addition to the obvious similarities of physical appearance, both share a fondness for water, and are savage and dangerous. The cyclopses are by far the more intelligent of the two, and have developed a society and a rudimentary civilization, where the Aegir are rarely found in numbers. As with the cyclopses, Aegir would seem to be less common than they were in years past, a decline at least partially attributable to the encroachments of men.

CYCLOPS

The Cyclops are a race of savage giants, who live in loose tribal organizations among the islands and temperate coastal regions of the world. They generally attain heights of ten feet or more, and are distinguished by the single eye set in the middle of the forehead, under a low forehead and a thick brow ridge.

Well-noted for their carnivorous tendencies, most cyclopses keep flocks of sheep, goats, or similar herd animals for use as food. Cyclopses are also noted for their fondness for human meat, which they eat with relish. They sometimes live in small communities, but prefer solitude, large caves being their preferred homes.

In his **Natural History**, Chiron the Wise summed up the nature of the cyclopses in the following manner:

"Loving neither Gods nor Men, the Cyclopses of the isles are much to be feared. They hesitate not in falling upon stranded travelers, both for the sake of food, and for the sake of loathsome sport and savage cruelty. Slow and stupid they are, which is their weakness, for what cannot be outfought can oft be out-thought. But their anger is fierce, and no deed too evil for these awful creatures to commit."

Though, as he often does, Chiron has oversimplified, it is generally true that cyclopses are an intolerant race. Armed with crude clubs or boulders, they are quick to attack strangers whom they suspect of trespassing, or of coveting their meager possessions.

Cyclopses are believed to be related to the Aegir, and possibly the Jotun of the Northern Ice. The exact nature of this relationship is obscure, however, and lost in the mists of antiquity. Among the cyclopses themselves, there are ancient traditions of semi-divine origins. An elaborate myth holds that they once dwelt among the Gods as craftspeople and laborers, but were ultimately banished from the heavens for their ferocity. The legends of men, on the other hand, tend to link cyclopses to the sea. Some claim that the cyclopses are children of the sea-gods; others that they are a degenerate offshoot of the sea-faring Fomorian race, whom they physically resemble in many ways.

FOMORIAN

The Fomorians are a sea-faring race of giants related to the Jotun and Aegir. They live in clans of 30-300 individuals, and build walled fortresses and villages of crudely worked stone. Their ships are sturdily built and surprisingly swift, especially considering the generally poor quality of Fomorian handiwork. Most are treated with certain herb extracts which render the hulls and masts resistant to fire.

The Fomorians have a vile reputation as pirates and slavers of the worst sort. They are cruel, and love to torment smaller creatures of all sorts. Life in a Fomorian village is both harsh and monotonous. Females and young (who comprise approximately 2/3 of any clan) do most of the work, aided by such slaves as the clan has managed to acquire. When not at sea, the adult males spend much of their time lolling about, arguing over stolen booty, or getting drunk on fomor, a highly intoxicating and foul-tasting beverage made by the Fomorians. Other male pastimes include the overseeing of slave-run mining operations, hunting, and brewing more fomor.

All Fomorians are three-eyed, having goat-like horns and hairless skulls. Many are hunch-backed, or suffer from some other sort of physical deformity (most such deformities are the result of inter-clan battles, which are quite common). With the exception of the third or central eye which can see great distances and is capable of detecting invisible presences, all Fomorians are near-sighted. When they wish to see something clearly, Fomorians close their lower eyes and use only the central eye, a most disconcerting sight, or so it is said.

Contrary to the claims of certain scholars, the Fomorians are not capable of learning magic. For this reason they will often attempt to capture human or demi-human spellcasters and force them to do their bidding. Most Fomorians are corsairs, and so have certain thieving skills. Like most of the giant races, they are too brutish to use bows or intricate pieces of equipment.

YETI

Yeti are a giant species of humanoids who dwell only in certain mountainous regions and frozen wastelands. They are believed to be closely related to lemures, and do indeed bear some resemblance to those ape-like beings.

Yeti are massive creatures, often reaching eight feet in height and weighing as much as a quarter ton. Their bodies are covered with a heavy coat of white fur. Like lemures, Yeti have no fur on their faces, palms, or the soles of their feet. Beneath their thick hides Yeti also have a layer of fat, which effectively renders them immune both to systemic poisons and frigid climatic conditions. Conversely, Yeti are unable to tolerate heat, and are quite susceptible to fire.

Unlike lemures, Yeti are solitary creatures. Little is known of their mating habits or way of life, and Yeti young are never seen. Captured Yeti fall sick and die within a few days, making study of these creatures a nearly impossible task. Neither is it known whether Yeti construct permanent dwelling places, are territorial, or are nomadic by nature.

The aggressive tendencies of these fierce carnivores are, on the other hand, well-documented. Those who live closest to the Yeti's natural habitat readily attest to the murderous nature of these monsters. It is said that Yeti will attack even fairly large groups of men or animals without provocation, and will kill even when they are not motivated by hunger. Despite their great size, Yeti are capable of moving with surprising speed and stealth. They are almost impossible to detect in their native environment, and are often able to surprise their chosen prey. Yeti are also superior climbers, and will leap upon victims from above if given the opportunity.

In combat, Yeti are frightening antagonists. They generally attack by raking victims with their claws, using their vicious bite only against prey that has been stunned or knocked to the ground. If badly wounded, Yeti are likely to go into a berserker-like rage. Unlike lemures, they will not flee if outnumbered or hard-pressed; in fact, the fearsome shriek of an attacking Yeti often sets their victims to flight.

While little is known about the Yeti, it is generally believed that these creatures do not exist in great numbers in any part of the known world. Because they live only in the most desolate and forbidding climes, Yeti are rarely encountered by civilized men.

AESIR

Aesir are a giant race of humanoids found in certain hilly and mountainous regions of the world. They are thought to be descended from the Jotun, but are generally smaller and more intelligent than their fierce ancestors. Though most Aesir are warriors by trade, they are not an evil race. They love the sea, and are good sailors.

By human standards, Aesir are towering in stature, most measuring over seven feet in height and weighing up to four hundred pounds. They are often described as "wild-eyed," and can appear quite menacing when angered. They are a deeply emotional race, whose moods tend to run to the extremes. Their skin coloration ranges from tan to dark brown or black, with hair ranging from light brown to auburn.

The Aesir live in clans of 10-40 individuals. They build great lodge houses of wood and hard-packed earth, roofed over with great strips of sod. Their villages are usually enclosed in an earthenwork wall, providing protection from wild beasts and other dangers. Though the Aesir have little talent for most types of magic, their shamans are skilled warriors, healers, and story-tellers. Essentially a good-hearted folk, they despise those who practice the arts of necromancy and black magic.

Aesir are very fond of dwarves, who they call their "little brothers." They hate goblins, trolls, and ogres, and are generally distrustful of the Nethermen. They have an especial dislike for the Jotun and the Fomorians, who often raid Aesir villages and accost Aesir ships at sea. Though they will not attack weak or defenseless foes, the Aesir revel in battle, and often sing songs and tell tales of their greatest victories.

JOTUN

The Jotun are a race of giants who hail from the frigid lands of Jotunheim. Though generally of low-average intelligence, the Jotun are fairly civilized, and have a culture equivalent to those of many nations of men. Humanoid in appearance and averaging perhaps twelve feet in height, the Jotun are blue-skinned, and have hair of a predominantly white or yellow color. They usually wear long, impressive beards, and dress in animal hides and various types of armor.

While regarded by many as barbarians, the Jotun people have a reasonably well-organized culture. They are great builders, and construct imposing castles and fortifications. Their weaponry and armor are generally on the model of Hyperborean gear, with chain mail, axes, swords, warhammers, and similar equipment being most commonly employed by their warriors.

In **The Travels**, Kullervo the Wanderer has left us a picture of Jotun society which shows the traveler's insight into the nature of people, as well as providing one of the clearest pictures of Jotun culture to have come down to us:

"Our landing on the shores of Jotunheim brought us into contact with the giant folk who inhabit those parts. They are a warlike race, proud and quarrelsome, and reluctant to acknowledge any master. The weakest among them attach themselves to a Great Lord, giving and accepting fealty and protection. The Great Lords frequently go each in their own way, with little cooperation, and frequent enmity. The great city of Utgard oft makes claims to be the "capitol" of a Jotun "kingdom," but the independence of the Great Lords is checked only under the strongest of kings, and then only for the briefest of times. For the rest, the Jotun act as they will, and a stranger's reception among them may end in tragedy or in violence."

The Jotun are noted for being rude, and are possessed of a cruel sense of humor. Though some few of them have undertaken a study of the magic of enchantment, most have neither the wit nor the desire to study the arcane arts. For the most part, they prefer the brutally direct methods of simple combat. Among the other arts they have mastered, the Jotun have sufficient knowledge of seafaring to build raiding vessels and carry out occasional expeditions against their neighbors. As with so many other aspects of their culture, such exploits are conducted on a strictly individual basis; a single Great Lord will gather a handful of ships, but instances of cooperation or large-scale planning are rare.

The wilds of Jotunheim's outer reaches are inhabited by various savage Jotun, physically alike, but devoid of the relative civilization or social order of the true Jotun culture. These barbaric giants lack the sophisticated equipment of their civilized cousins, and tend to be even less tolerant of outsiders. They dress in crude furs, wield rudely fashioned clubs, and dwell in caves. Usually living a solitary existence, they are sometimes found in small hunting bands.

THE HUMANOID RACES

"The humanoid peoples are marked as follows: the Dwarves of undermountain, the Elves of wood and sea, the Ahl-At-Rab of the desertlands, the Naga and Korupira of the jungles, the Triton and Makara of the ocean deeps, the Avian Zephyr, and the Druas, whose origins as yet remain unknown. The races of men for all their much-heralded accomplishments, are but children in comparison to these ancient peoples."

Solmeht the Chronicler

AHL-AT-RAB

Ahl-At-Rab (or "sand devils") are a warlike species of saurians who populate certain deserts and barren wastelands. The Ahl-At-Rab are a nomadic race, and continually move from place to place in search of food. They are believed to be distantly related to the sea-dwelling Makara.

Humanoid in form, Ahl-At-Rab are slow moving but powerful creatures. They average about six and a half feet in height, though seven foot males are not uncommon. All have scaly hides which range in color from tan to dark brown. A fin-like crest runs from the center of the forehead to the base of the neck, and is believed to help maintain body temperature. Like all reptiles, Ahl-At-Rab are cold-blooded creatures.

Although they are not builders, the Ahl-At-Rab are fairly skilled at making weapons and crude implements mostly of copper or obsidian. Some tribes have succeeded in domesticating certain types of reptiles, such as vipers, sand boas, and the ponderous lizards the Ahl-At-Rab call "sand dragons." The Ahl-At-Rab use these giant creatures as steeds and burden beasts, and often train them to fight along with their riders. Mounted on their "sand dragons," Ahl-At-Rab are able to travel up to twenty miles per day through most types of desert or barren terrain.

The Ahl-At-Rab live for combat, and will attack even large groups of armed men without hesitation. Though they possess ample natural weaponry, Ahl-At-Rab usually prefer using spears, obsidian clubs, and war whips made of sand dragon hide in battle. Both their spears and clubs function as missile weapons, as well as hand-held weaponry. The Ahl-At-Rab occasionally use copper or reptile-hide shields and breastplates, and sometimes affix such protective devices on their sand dragons. Unless they are hopelessly out-classed or outnumbered, Ahl-at-Rab will fight to the death. As they are carnivorous creatures, Ahl-At-Rab usually devour those they slay in battle, but will not stop to do so until all fighting has been resolved. They will take prisoners, both for use as slaves and as a hedge against times when food becomes scarce. For the latter reason, prisoners of the Ahl-At-Rab are usually not mistreated unless they are believed to be spies.

Though once quite numerous, the Ahl-At-Rab are believed to be a dying race. Few existing tribes number greater than forty to fifty warriors, plus a like number of females, young, and old ones. On rare occasions, two or more tribes will join forces and travel en masse, but most of the time the Ahl-At-Rab tribes are too busy warring against each other to bother with treaty-making.

DRUAS

The Druas are the most mysterious and least understood of the humanoid races. At best, the origin of the Druas species is uncertain; scholars have alternately ascribed to the theory that the Druas are descended from the Korupira (so-called "forest devils"), or are a cross-breed of elf and demon. Still others have speculated that the Druas are the last remnants of the fabled "first race" of humans who once dwelled on the dark continent of Mu. Further confusing the issue is the fact that of all the humanoid races, only the Druas have no apparent homeland or territory of their own.

While individuals and small groups of Druas are found scattered throughout the world, they seem to have no homogeneous cultural or religious ties. A popular folk tale of the dwarves says that the Druas once had an ancestral homeland called Talislanta, which sunk beneath the waves after the first cataclysm. According to the dwarves, the Druas are destined to "wander the world over, until Talislanta again rises from the sea."

In stature, Druas generally resemble elves or nymphs, and exhibit the same grace and ease of movement as most of the Sidhe (faery folk). All have coal-black skin and white hair, with no facial hair of any kind. Their eyes are steel-gray, with the irises typically being flecked with traces of silver. A Druas' stare is said to be most disconcerting, and has led some superstitious folk to claim that Druas possess "the evil eye."

In temperament, Druas are perhaps like no other humanoids. Most seem preoccupied or lost in thought, as if dreaming, even when engaged in conversation. Although most Druas tend towards the neutral alignments, chaotic and lawful evil groups or cults of Druas are known to exist. Druas, in fact, possess a natural affinity for the mystic arts, all of these folk having certain innate psychic abilities. Like elves, Druas also have very long life spans.

Certain hunters and adventurers claim to have chanced upon Druas settlements, which–so they say–are always located in the most inaccessible of wilderness regions. According to their accounts, the Druas live in circular structures of smooth-cut stone which, by their description, bear some resemblance to the Druidic Temple of Stonehenge, in Alba. As there remains little evidence to support such tales, they must be considered of dubious nature.

DWARF

Dwarves are the most civilized of the subterranean races, and are among the oldest of the humanoid peoples. They are found throughout the known world, but tend to congregate mainly in mountainous regions. A few small clans are said to be island dwellers, but they are quite rare, to say the least. Wars with the trolls and goblins have drastically reduced the dwarven population, so that few large clans are believed to exist today.

Dwarves are generally short and heavily built, with plain features and dark brown eyes. Skin coloration ranges from tan to a ruddy reddish-brown or black, with either auburn, brown or black hair. As both the males and females are bearded, facial hair is considered a mark of great distinction amongst these folk (the longer the beard, the better).

Like elves, dwarves are long-lived, and produce few offspring. They are dour and hard-working by nature, having little interest in merry-making except when strong drink is available. Superior miners and smiths, dwarves have a great liking for precious stones and metals, and any dwarven settlement will always have a good forge and at least one well-worked mine.

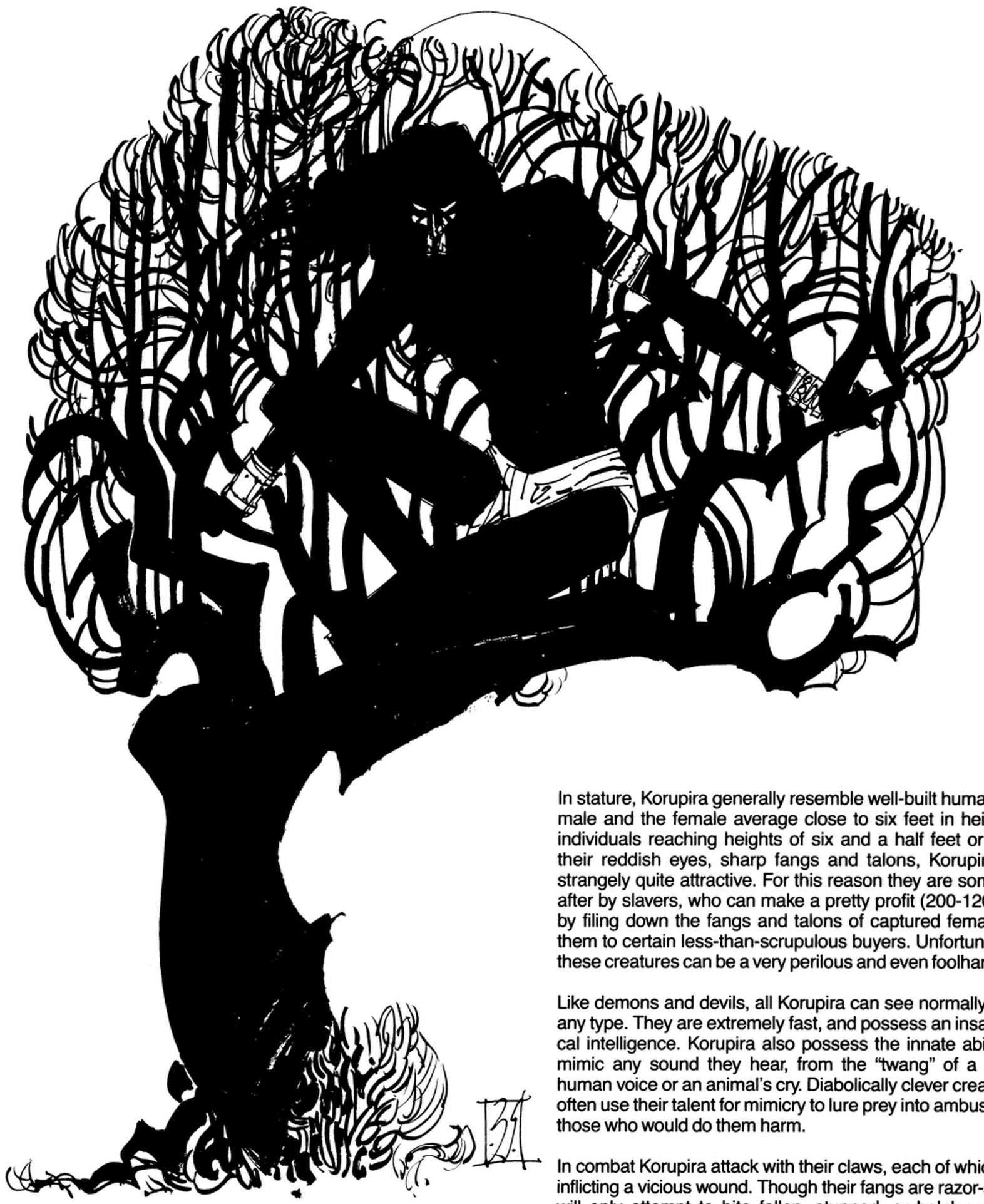
ELF

Elves are a race of intelligent beings descended from the Sidhe, or Fairy Folk. They are perhaps most closely related to the mountain-dwelling nymphs known as Oreads, though they possess a more highly developed culture and civilization. Once quite numerous, the race of elves has slowly dwindled in the face of human expansion. Even so, colonies of elves can still be found in certain forests (wood elves), mountains (mountain elves) and seas (aquatic elves). A most advanced species, the high elves, dwell in the magical kingdom of Ys, in Mediterranea.

Elves are typically slender in build, with fine features and bright green or blue-green eyes. Skin coloration ranges from pale white (high elves) to tan (wood elves), with hair ranging in color from golden yellow to light brown. The majority of elves are both striking and statuesque in appearance, exhibiting a grace not generally found amongst the members of other races.

By human standards, elves have incredibly long life spans, most living well past 800-900 years of age. In spite of their long life spans, elves are not prolific, and it is rare for an elven couple to have more than one or two offspring. The low birth rate of elves has certainly contributed to the declining population of this ancient race.

Elves are the only humanoids who are trusted by the Sidhe, though the more malign types of Faery Folk find them as distasteful as any other folk. As they are familiar with the Sidhe's magics, elves are much less susceptible to the pranks and tricks which the Faery Folk enjoy playing on more gullible peoples.



KORUPIRA

Korupira are a malign race of humanoid beings much feared for their fiendish cunning and cannibalistic tendencies. Though they are by no means common, small bands of Korupira are believed to dwell in jungles and temperate forests throughout the known world.

Korupira are nocturnal creatures who only rarely venture forth in daylight. The skin and hair of a Korupira are jet black, which makes them very difficult to spot in darkness of any sort. Because Korupira are cold-blooded, individuals with infra-visual capabilities experience similar difficulties when attempting to locate these creatures at night.

In stature, Korupira generally resemble well-built humanoids. Both the male and the female average close to six feet in height, with some individuals reaching heights of six and a half feet or more. Despite their reddish eyes, sharp fangs and talons, Korupira females are strangely quite attractive. For this reason they are sometimes sought after by slavers, who can make a pretty profit (200-1200 gold pieces) by filing down the fangs and talons of captured females and selling them to certain less-than-scrupulous buyers. Unfortunately, capturing these creatures can be a very perilous and even foolhardy proposition.

Like demons and devils, all Korupira can see normally in darkness of any type. They are extremely fast, and possess an insane and diabolical intelligence. Korupira also possess the innate ability to perfectly mimic any sound they hear, from the "twang" of a bowstring to a human voice or an animal's cry. Diabolically clever creatures, Korupira often use their talent for mimicry to lure prey into ambushes or to baffle those who would do them harm.

In combat Korupira attack with their claws, each of which is capable of inflicting a vicious wound. Though their fangs are razor-sharp, Korupira will only attempt to bite fallen, stunned, or helpless individuals, or those antagonists who attempt to grapple or wrestle with them. As Korupira are superior climbers, they will often leap upon their victims from a tree or rock overhang. If badly wounded, they will always attempt to flee.

Korupira are usually encountered only in small groups of up to six individuals or more commonly, alone or in pairs. Mated pairs will fight as berserkers if either of the two is threatened with harm. Little else is known of these creatures, who are humanoid in appearance and yet are not warm-blooded. Perhaps, as certain primitive tribes claim, Korupira are earth-bound demons, or lesser devils who have escaped from the lower planes.

MAKARA

The Makara are a race of ocean-dwelling humanoids, much feared for their aggressive and warlike nature. They are found in warmer seas and oceans throughout the known world, and are the arch-rivals of the race of merfolk known as the Trition.

Makara are horrid creatures, having protruding lower jaws lined with rows of shark-like teeth and dark, deep-set eyes. Their bodies are covered with tough green scales which afford protection from most types of biting and stinging sea creatures. A row of sharp spines runs from their crested heads to the small of the back. Both their clawed hands and feet are webbed, allowing Makara to move through the water with great speed.

The Makara are social creatures, usually living in colonies of up to two hundred individuals. They often reside within undersea caves and caverns, though it is said that small groves have been known to occupy the hulls of sunken ships. The largest and most powerful male will always be the leader of any such colony, and may be almost twice the size of an average member of the species. According to certain scholars, Makara continue to grow slowly throughout their entire lives, and especially long-lived individuals sometimes reach immense proportions. The Makara constantly war amongst themselves, and life in their colonies is fraught with peril. When food is scarce, the Makara are known to resort to cannibalism.

In combat, Makara are vicious fighters. Although their natural weaponry is quite formidable, most of their warriors employ various types of pole arms, such as spears, military forks, and tridents. Makara are both fearless and merciless, and take prisoners only when food is plentiful. In such cases, a Makara war party may bring air-breathing captives into their watery domains and keep them in undersea grottos or air-filled caverns. There these unfortunate victims are usually tended like sheep, and fattened for slaughter. Makara often argue violently over the rights to the fattest victims, who are considered to be delicacies of the most desirable sort.

Though it was once believed that Makara, being incapable of speech, were ignorant or bestial creatures, it is now known that such is not the case. Makara can communicate empathically with most creatures, though their language is crude and simple by civilized humanoid standards. The ability to communicate empathically is probably used by the Makara when training their "pets" (moray eels, sharks, stingrays, and the like), which are often brought along on warring or hunting missions.

Makara are a great threat to sailors and sea-faring merchants, whose ships they will readily attack from below the water line. Because Makara can survive for up to one hour out of water, they will occasionally attack coastal villages, and isolated island groups.

TRITON

Tritons are a race of aquatic humanoids found in various temperate seas and oceans. In appearance, Tritons are extremely manlike, though their skin is a pale greenish in color, and their hair a blue-green hue. Tritons also have webbed feet and hands, enabling them to move swiftly in the water. The race breathes using gills, but also has poorly developed lungs, which permit them to function on the surface of the water. Tritons can even come ashore for short periods of time, but like most marine creatures they require moisture on their skins to keep from quickly dehydrating and dying. An hour out of the water is generally enough to kill a Triton.

Both male and female Tritons are quite attractive to humans, and it is believed that the two species are capable of interbreeding. However, the race of Tritons is shy and reclusive, and few men have ever had a chance to observe them for any length of time. What little is known of these beings is based on tales told by stranded Tritons, rescued and cared for by humans before being returned to the sea. As such, it is possible that the stories which are told contain much that is exaggerated or distorted for one reason or another. For obvious reasons, humans have rarely been in a position to visit the domains of the Tritons.

It is said that the Tritons build great undersea cities, often using living coral shaped into various structures. They are farmers and herdsmen, and have domesticated a number of marine creatures, including various types of fish, dolphins, and, most importantly, the hippocampus. Their people farm seaweed and other aquatic plants, and use undersea volcanos to forge metals into weapons and tools.

The Tritons are said to be at war with an evil undersea race, known as the Makara. The two races are bitter enemies, and it is largely due to this enmity that the Tritons have become skilled in the arts of war. Without such motivation, the Tritons would undoubtedly be a gentle and peaceful folk, but long conflicts with these bitter foes have made them fierce fighters.

Tritons employ a variety of weapons, including tridents and spears, short swords, and powerful crossbows which can throw a bolt over long distances, even underwater. Their culture is apparently one of numerous independent city-states, ruled by a king or queen. Trade among these cities is common, and cooperation, particularly against the Makara, readily offered. Certain Triton clans are known to trade with men, though they are few in number.

All Tritons are capable of communicating telepathically, both in their own language and in the languages of man. They are able to read the thoughts of non-telepaths at ranges of up to one hundred feet, making communication between Tritons and humans a relatively simple matter.

NAGA

Naga (also known as "serpent men") are an ancient race of reptilian humanoids found only on certain tropical islands and on the vast continents of Mu and Lemuria. Highly intelligent beings, Naga are amongst the most evil of living creatures, and have a deep hatred of other humanoid races.

There are two different types of Naga: the common Naga, and the Nagaraja ("Naga kings"). Common Naga are by far the predominant type, making up from 95-99% of the total Naga population. They are fully humanoid in form, and are bipedal. Nagaraja, on the other hand, have humanoid upper torsos and serpentine lower bodies. Both types are cold-blooded and have scaly hides and relatively low metabolic rates. Naga of either type are susceptible to cold, and can only live in hot climatic regions.

All Naga revere Tiamat, a monstrous dragon/serpent said to live at the earth's center, as their patron deity. Only Nagaraja may aspire to be priests and priestesses of Tiamat, though common Naga are often allowed to practice necromancy or wizardry. The tenets of the Naga's religion are simple and inflexible: the Naga were the first race on earth, the Naga are superior to other races, and the Naga will one day unite all the saurian species and rule the world. Not surprisingly, devotees of Tiamat are encouraged to sacrifice, slay, or enslave other humanoids in order to help achieve these goals. The Naga, in fact, employ slave labor exclusively to construct temples and serpentine labyrinths dedicated to their reptilian goddess.

In battle, Naga are vile and cunning antagonists. They are capable of using most types of weapons, though scimitars, long daggers, and staves are most often preferred. Nagaraja are especially dangerous, for in addition to their spell casting powers they are able to entwine about and crush victims in their snake-like lower bodies. It is known that certain Nagaraja also possess a venomous bite, similar in effect to a cobra's.

Naga can communicate empathically with snakes or reptiles of any kind. Nagaraja possess this ability to an even greater degree, and are able to control reptilian creatures who approach within twenty feet of them.

Though few in number, Naga are undoubtedly a threat to the other humanoid races. Because they live up to 200 years, Nagaraja priests and Naga wizards and necromancers are capable of attaining great magical power. The insidious actions of these followers of Tiamat are well-documented, and seem certain to continue as long as the Naga race exists (see Cults).

NETHERMEN

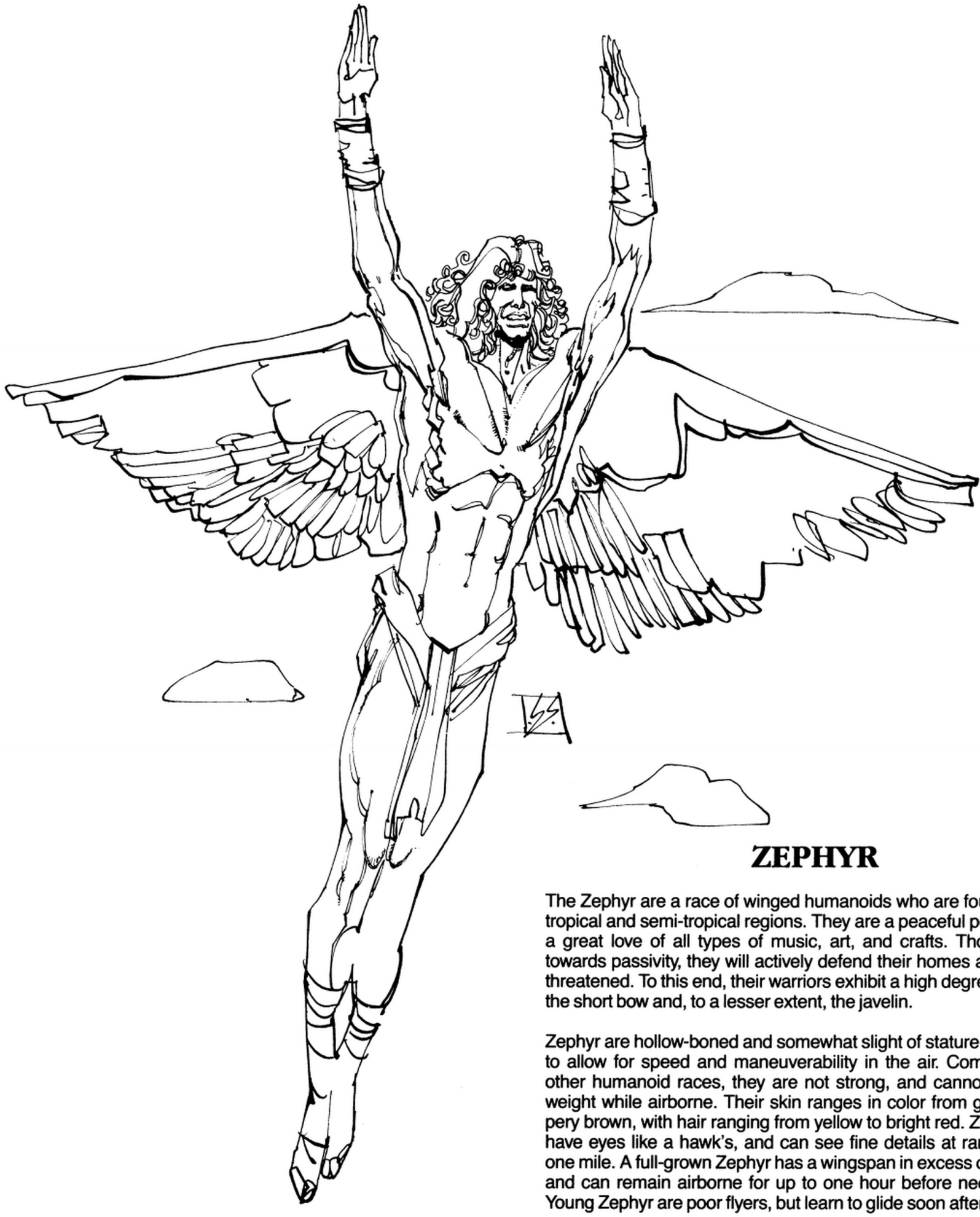
Nethermen are not a true race of beings, but are a cross between humans and goblins. Though occasional interbreeding between the two species has helped maintain the relatively small Nethermen population, the majority of Nethermen are descended from the hybrid stock created by the Atlantean sorcerers of the First Age.

Nethermen basically resemble humans in stature, but have a tendency to be more muscular and less agile than homo sapiens. Like goblins, their skin coloration ranges from tan to yellow/green, brown, or black. Mottling, a fairly common characteristic of goblins, is generally not seen amongst Nether folk. Nethermen also have the deep-set eyes of their goblin ancestors, and the same "reverse" eye coloration (black with white pupils). Infra-vision is present in about 95% of the species.

Nethermen have fairly short life spans. As they are not a true species, over half of both the males and females are sterile, and are unable to reproduce. For this reason the race of Nethermen, like the Andaman, seems slowly headed towards extinction. Despite this fact a number of nomadic clans still exist in various regions throughout the known world. All are warlike in nature, though not all are hostile to humans. For this reason, Nethermen are tolerated in many areas of human civilization.

Generally speaking, the Nether race has unfortunately "inherited" the worst traits of both their human and goblin ancestors. Although there are exceptions, most Nethermen are prone to be violent, cruel, and cunning, and have no great liking for any of the other humanoid races. As a race they have little talent for magic, most being skilled as warriors, spies, rogues and assassins. Certain tribes of Nethermen have their own shamans or witch doctors, however.

Though most Nethermen clans are nomadic by nature, some few build permanent villages and settlements in certain wilderness areas. Such villages tend to be small and crudely built, often having stockade or earthenwork walls surrounding them. Those Nethermen who choose to live amongst humans are most often employed as mercenary soldiers, caravan guards, and so forth.



ZEPHYR

The Zephyr are a race of winged humanoids who are found in certain tropical and semi-tropical regions. They are a peaceful people, having a great love of all types of music, art, and crafts. Though inclined towards passivity, they will actively defend their homes and families if threatened. To this end, their warriors exhibit a high degree of skill with the short bow and, to a lesser extent, the javelin.

Zephyr are hollow-boned and somewhat slight of stature, and are built to allow for speed and maneuverability in the air. Compared to the other humanoid races, they are not strong, and cannot carry much weight while airborne. Their skin ranges in color from gold to a coppery brown, with hair ranging from yellow to bright red. Zephyr literally have eyes like a hawk's, and can see fine details at ranges of up to one mile. A full-grown Zephyr has a wingspan in excess of twenty feet, and can remain airborne for up to one hour before needing to rest. Young Zephyr are poor flyers, but learn to glide soon after birth.

Zephyr live in family groups, normally numbering from three to thirty individuals. They build nest-like eyries of skillfully woven straw, reeds, and rushes, which they construct along cliff faces and other precipitous spots. Like many of the sylvan races, Zephyr are vegetarians, and eat only fruits, nuts, and berries. They despise most reptilian species, especially the Naga, who are their traditional foes.

The Zephyr peoples are noted for their kindness and hospitality. They will always help strangers in need of aid or rescue, providing food and shelter as necessary. Though they are most trusting, the Zephyr are not fools; those who take advantage of their kindness are often dealt with harshly.

WERE-CREATURES

"By day they walk among us, indistinguishable from others who dwell in our midst. Under the light of a full moon they stand revealed: lycanthropes, the fearsome shape-changers of legend. Long-famished, they take the form of man-beasts and prowl the darkening night in search of prey. Silver and aconite can be used to dismay them where other methods fail. But woe to the man who is bitten by a lycanthrope and lives to tell the tale. For he too shall become as one with these creatures of the night..."

Author Unknown

WEREBAT

Werebats are the least common of the lycanthropes, and are only rarely encountered in civilized areas. Like bats, they are nocturnal creatures who are seldom seen during the light of day.

All werebats are humanoid in form, and covered with a thick pelt of coarse fur ranging in color from grey to glossy black. Both the hands and feet have claws suitable for grasping and attacking prey. Fully extended, the wingspan of a werebat may exceed twenty feet in length.

Most werebats live in caves, deserted ruins, or dense woodland areas. As many as two dozen individuals may band together, including females and young. Unlike most lycanthropes, werebats are able to reproduce. During the day, they are inactive, and usually sleep hanging upside down, suspended by their clawed feet. At dusk, both males and females go out to hunt for food. Though werebats can subsist on fruit if need be, they are vampiric by nature and prefer warm-blooded prey.

Werebats are adept at flying and moving silently, and use this ability to sneak up on sleeping or incautious victims. As with vampire bats, the bite of a werebat has an anesthesizing effect, and so is practically painless; thus, werebats may drain the blood of sleeping victims without awakening them.

In combat, werebats generally do not use their vampiric bite, which is of little use against a struggling victim. Instead, these lycanthropes use their clawed hands (if fighting from the ground) or feet (if fighting while airborne). Werebats are not fond of fighting, especially against armed foes. They will almost never risk an attack unless they outnumber their opponents, and will flee any melee that seems to be going badly for them. If given the opportunity, werebats may seek to carry off individuals and bring them back to their lairs. Because they are not particularly strong flyers, it will usually take two or more werebats to carry a single, human-sized victim. Stories of werebats keeping captured victims alive for months in order to use them as replenishable food sources are told in some places, and may be true.

In addition to their other abilities, werebats possess a sonar-like guidance system which allows them to fly or move normally even in magical darkness. Werebats can use this ability to detect living individuals or creatures at ranges of up to 1000 feet, and to avoid obstacles of all sorts, including nets, ropes, and so forth. Because werebats rely almost exclusively on their sonar ability, they are unaffected by illusions of any type.

WEREBEAR

Werebears are the largest and strongest of the werecreatures, most standing over eight feet in height and weighing over half a ton. Exceptional specimens over ten feet tall and weighing nearly two thousand pounds have been reliably reported, but are considered quite rare.

As is true of their animal counterparts, there are several different varieties of werebear. The fiercest are those which most closely resemble grizzly bears, though the brown bear type is also considered dangerous. The least aggressive are those related in appearance to the black bear. A species inhabiting the polar regions is said to exist, though accounts of such creatures are notably scarce.

Unlike other werecreatures, werebears are seldom malign in nature. Even the most aggressive types will rarely attack humanoids unless provoked or angered in some way. In some regions, benevolent werebears have even been known to serve as the self-appointed guardians of a host of lesser creatures or beings.

Though most werebears are victims of the disease known as lycanthropy, such is not the case with all these creatures. According to certain scholars, the ability to assume werebear form may be hereditary, the chance that the offspring of a werebear parent will also possess shape-shifting abilities being estimated at 10-30%. Werebears also seem to be more capable of controlling their shape-changes than other lycanthropes, and many are said to be able to shift to wereform and back at will.

The great size and strength of these creatures make them formidable opponents. The bite of a werebear is capable of inflicting a most grievous wound, and its powerful jaws and teeth are able to penetrate even the toughest leather armor with relative ease. Their claws are equally effective and dangerous weapons, a swat of a werebear's massive paw normally being sufficient to send a man-sized creature reeling. Werebears may also attempt to crush antagonists in their arms, though metal armor will offer some protection from this form of attack.

Despite their great size, werebears are surprisingly agile. They are good climbers, and can swim even the swiftest-moving waters with little difficulty. Like bears, however, these creatures are unable to move swiftly down steep hills and slopes without stumbling.

WEREBOAR

Wereboars are the most vicious of the lycanthropes, and are amongst the most fearsome creatures known to man. They are extremely foul-tempered, often attacking without provocation. Although they are said to be somewhat near-sighted, wereboars have excellent hearing and a very keen sense of smell.

In appearance, wereboars are quite hideous. They range in height from six to six and one-half feet, and weigh from 250-350 pounds. Wereboars are typically hunch-backed, with massive, sloping shoulders and brawny arms. Their hides are coarse and bristly, ranging in color from light brown to black. With their long snouts, beady eyes, and curved tusks they are most frightening to behold.

Wereboars are thought not to be especially intelligent, a claim which stems from the seemingly mindless, violent behavior of these creatures. According to many reports, wereboars will attack anything that moves, including horses, mules and even wagons. Once committed to the attack, they will fight until their opponents flee or until they have been slain. Their favorite tactic is a wild, full-speed charge that is intended to batter, gore, and knock down the opponent. Though wereboars will use their claws and hooves at close quarters, they will always charge blindly to the attack if there is any opportunity to do so.

WERECAT

The werecat is a lycanthrope who metamorphasizes into a large and dangerous feline at moonrise on each of the three nights of the full moon. In general, werecat type will depend upon the region in which the individual was first afflicted: lions are common in most civilized regions, jaguars are most often found in the western realms, tigers in the east, and panthers in the southern regions. No type flourishes outside of the warmest tropical or temperate-warm climes. In contrast, wereboars are found almost exclusively in temperate zones, while werewolves have a range from temperate regions into sub-artic climes.

In their natural form, werecats are difficult to detect. They show some of the standard signs of lycanthropy (aversion to silver, a tendency towards having hair on the hands, and so forth) but to a lesser extent than do other lycanthropes. Werecats are lithe in appearance, graceful in movement, and able to see exceptionally well in the dark. A high proportion of these creatures are female.

The abilities of the werecat are much as for other lycanthropes. They resist damage by all weapons but those of silver, or those specifically enchanted against werecats. Only spells of fire, command, and illusion are fully effective against werecats, though catnip enchanted under the light of a full moon is said to have the same effectiveness against werecats as wolfbane does against werewolves. Naturally, some dispute this claim.

Werecats are neither as evil as werewolves nor as ill-tempered as wereboars. They are highly unlikely to attack victims except when in need of food, the exception being the occasional incident in which a transformation occurs in the course of encounters of a sexual nature. Werecats can be very cruel, toying with their victims unmercifully. They are not so wanton in their bloodlust as werewolves, however, nor so easily roused to unthinking violence as wereboars.

WEREWOLF

Werewolves are the most common of the werecreatures, and perhaps the most dangerous. Though not as strong as the werebear or wereboar, werewolves are possessed of a savagery and ruthlessness matched by few other beasts. They are drawn to the scent of blood, and are able to track prey by both scent and sound with great effectiveness. Like wolves, they are practically tireless runners, and will pursue victims relentlessly for miles.

Werewolves are nocturnal predators, most being capable of assuming wereform only during times when the moon is full. The progression of lycanthropism in these monsters, however, is far more rapid and profound than in most other species of werecreatures. Accordingly, many who contract the disease find that each change to wereform lasts longer than the previous episode, until the individual eventually loses all semblance of humanity. Victims of this form of lycanthropy invariably progress to the point where the change to wereform is permanent, and irreversible.

Given such facts, it is hardly surprising that the bite of a werewolf is the most likely of all werecreatures to cause lycanthropism. Most experts estimate the chance of contracting lycanthropy from a werewolf to be as great as 35-40%, the chance that the disease will be progressive in nature being as high as 20%.

In combat, werewolves are fearsome adversaries. Although they are susceptible to damage by silver weapons, werewolves have no fear of such devices. If anything, a werewolf is even more dangerous when it has been wounded. When badly hurt, these creatures often go into a berserker-like rage, attacking with twice their normal ferocity. The inhuman strength possessed by werewolves enables them to claw through leather armor and hide with no great difficulty. The fangs of a werewolf are much less likely to penetrate these types of protection, a fortunate circumstance considering the virulence of the creature's bite.

Many who claim to know something of these creatures claim that werewolves are repulsed by the herb aconite, better known as monk's hood or wolfbane. Even those who support this theory admit that, to be truly effective, the herb must have been picked less than twenty-four hours prior to its use.

MAGICAL HYBRIDS AND CONSTRUCTS

"Thinking themselves to be the equal of the gods, the Atlantean sorcerers dared tamper with the very fabric of life. They built golems of unliving stone, and made beasts according to their own unnatural designs: griffons, chimeras, manticores, the beast-men known as the Andaman, and a hundred others. The coming of the Great Cataclysm brought an end to the First Age of Atlantis, and to the Atlantean sorcerers as well. Most of these blasphemous creations sank, with their creators, beneath the waves. But some survived, and continue to torment the men of the Second Age..."

Solmeht the Chronicler

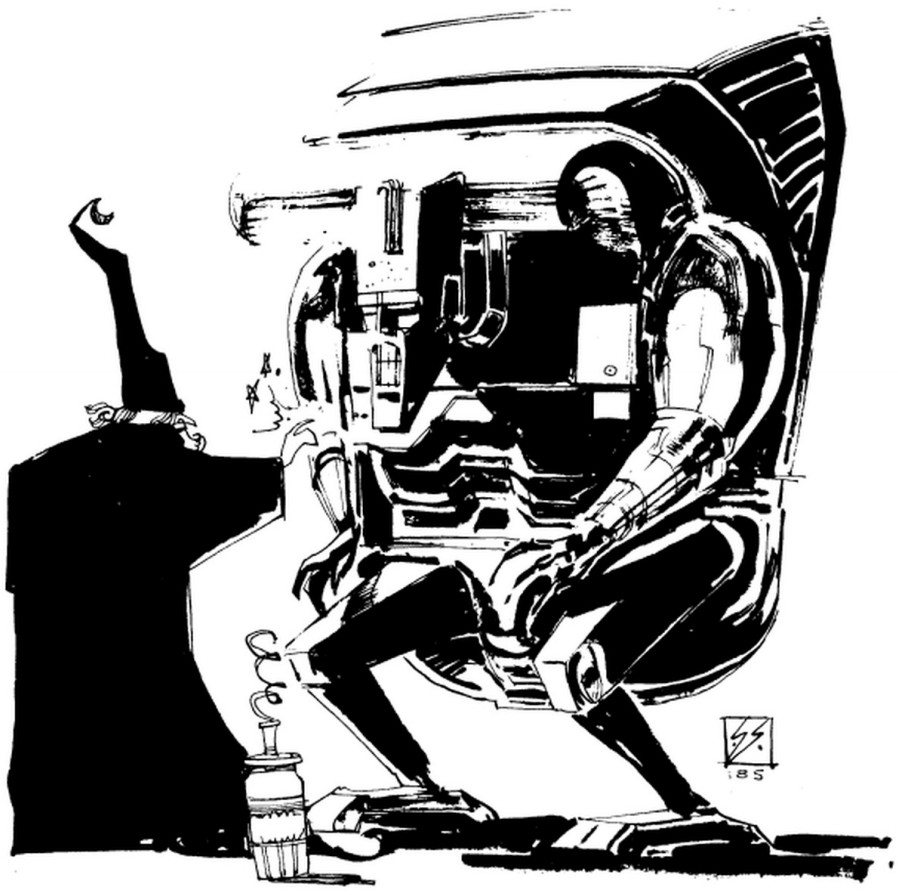
HOMONCULOUS

Homonculi are creatures created and given artificial life by alchemical means. An homonculous may have almost any form from the hideous to the sublime, according to the designs of its creator. Most are capable of independent thought and action, subject, in most cases, to the commands of its master.

All homonculi are created by an intricate process involving the mixture of up to eight different types of animal ingredients. A clay replica of the homonculous, depicting its intended form, must first be fashioned by the alchemist, after which it is placed in a copper vat along with the desired mixture of ingredients. The vat is then covered, and sealed for a period of two months, during which time the homonculous will begin to grow and (hopefully) take on the desired form. Upon completion of the two month gestation period, the homonculous should be fully formed (see **THE ARCANUM** for more details on the creation of homonculi and other alchemical operations).

If the operation is successful, the completed homonculous will emerge from the vat as conceived by its creator. The creature will normally take from 2-8 minutes to fully awaken, after which it may be somewhat disoriented. If the process has turned out as planned, the homonculous will recognize its master at once. Should the homonculous' master not be present when the creature awakens, it will generally become violent and act in a most irrational manner. Only the homonculous' creator will be capable of controlling the creature should this situation occur.

All homonculi radiate a strong magical dweomer. As they are possessed only of artificial life, homonculi are immune to magical control, and are unaffected by poisons or potions of any sort. Healing spells are only half as effective when cast upon an homonculous, and homonculi who have been slain cannot be restored to life by any means.



MACHINAE

Machinae are machine-like entities constructed of metal and imbued with a semblance of artificial life by alchemical means. They are usually built to resemble some type of living creature, the most popular types being iron horses, iron dragons, iron spyders, and iron cobras. Less common types include winged horses, scorpions, constrictors, and automatons (mechanical men).

The inner mechanisms of any type of machina are designed to mimic one or more of the abilities of the creature it is modelled after, usually with some improvement or modification of the original creature's capabilities. Thus, an iron horse is capable of running without tiring, an iron spyder is able to "weave" a metal web, and so on. The ancient historian, Chiron the Wise, claimed to have met an automaton who "unlike mortal men, was incapable of uttering an untruth."

Since machinae are not truly alive, they are not capable of independent thought. As such, a machina must be mechanically "programmed" to carry out whatever functions its maker desires it to perform. The maximum number of command functions which machinae can retain is usually limited to three. Automatons (such as the one described by Chiron in his ancient account) are the exception; their mechanical "brains" can be programmed to retain vast stores of information in addition to three command skills. Such advanced mechanisms take approximately five years to construct and program, and may cost as much as 100,000 gold pieces in materials.

While machinae are impervious to non-magical weaponry, electrical attacks may jam their internal mechanisms and cause them to malfunction. If submersed in water, most machinae will cease to function altogether.

LIVING STATUE

Living statues are magically animated entities sculpted from solid blocks of stone. They correspond in most details to golems, with one exception: living statues may be fashioned in any form desired. The most common types of living statues are those which resemble gargoyles, winged lions, griffons, and angelic beings. As there are no size limitations with regard to these constructs, legends describing truly monsterous living statues may have more than a little basis in fact.

GOLEM

Golems are humanoid constructs which have been animated by magical or alchemical means. Most are made of inorganic materials (such as stone, clay, iron, etc.), though necromancers are known to make such entities from the flesh and/or bones of deceased persons and creatures.

Like machinae, golems are incapable of independent thought or action, and may be programmed to obey up to three different commands. Unlike machinae, however, a golem may instead be programmed to obey any simple and direct command given by its master. While this is certainly an advantageous feature, these constructs will respond only to elementary, single-subject commands; even so simple a compound sentence as "go to the door and open it" will baffle a golem.

Golems are incredibly strong, and are often employed by spellcasters as bodyguards, laborers, and sentinels. Though they are slow and awkward, their sheer mass enables them to move up to twice their own body weight. They are immune to non-magical weaponry, and are generally unaffected by extremes of temperature. As they are not possessed of true intelligence or will, golems are not subject to the effects of magical commands, charm, hypnosis or illusion.

ANDAMAN

The Andaman are a race of humanoids believed to have been created long ago by the Atlantean sorcerers of the First Age. Once said to be quite numerous, the so-called "beast-men" are now considered a dwindling race.

There are several distinct sub-species of Andaman, each created through numerous attempts at cross-breeding and magical experimentation. The most common are the lion-men, jackal-men (sometimes called gnolls), wolf-men, leopard-men (called agioto), tiger-men and panther-men. Regardless of type, all Andaman have humanoid, fur-covered bodies and the heads and visages of their animal counterparts. While they possess sufficient manual dexterity for weapon use, Andaman are also capable of attacking solely with claws and bite.

In the wilds, Andaman often live in prides or packs of up to twenty individuals. They prefer plains and savannahs to other types of terrain, and usually live in huts made of woven grasses. As they are creatures of magical origin, Andaman reproduction is erratic at best. Female Andaman will usually give birth to a litter of 1-4 cubs once per year, though there is a 50% chance that each of the young will be animal, not an Andaman. Thus it is believed the Andaman are slowly breeding themselves into extinction.

Andaman are generally grim by nature, tending to be impassive unless aroused to anger. They are fiercely loyal to their companions, and are savage fighters with or without weapons. Although Andaman do not like the scent of Nethermen, they bear no ill feelings towards any of the humanoid races. Some Andaman do, however, have a deep hatred for Atlanteans, and especially Atlantean sorcerers. Like their bestial ancestors, they have no spell casting abilities whatsoever.

Though most Andaman choose to make their home in wilderness regions, some have no qualms about living amongst civilized folk. Accordingly, it is not especially uncommon to find small groups of Andaman living in or nearby certain of the larger cities and settlements. Due to their natural abilities, Andaman are in demand in some regions, where they are sought after as skilled guides, scouts, hunters, and so on.

NEMEAN LION

The so-called Nemean Lion (the name derives from the Mediterranean region devastated by the most famous example of this dangerous species) is a rare breed of lions which are found throughout certain temperate woodland regions. Nemean lions are twice the size of an ordinary lion, and are notable for their jet-black mane and fur. They are extremely powerful and quite dangerous to men. Almost all have a preference for human flesh, and many aggressively seek out such prey.

The most notable feature of the Nemean lion is its extraordinarily tough hide. Apparently of a magical nature, the lion's skin turns all weapons made of metal, stone, or wood. No normal weaponry can pierce this hide; arrows, swords, and clubs having little effect against these creatures. Magical weaponry is more effective, but still will do only half the usual damage against Nemean lions.

Certain other weapons, however, can injure a Nemean lion. In his **Natural History**, Chiron the Wise recounts one of the few known encounters between rival beasts of the breed.

"The smaller of the two beasts reared, striking out with raking claws that actually pierced the other's skin, something the strongest swordsmen in the king's army had been unable to do in attempting to stop the animal's depredations. Bellowing in pain, and dripping with blood, the great beast recoiled, and the two circled each other warily. At last the larger animal leapt, paws outstretched, claws rending and fangs tearing at its opponent. A few minutes later, the small, impudent challenger was dead."

Instances of this sort are rare, for Nemean lions are an unusual breed, and seem to have diminished in numbers since the time of Chiron. Little is known of their habits, for observation of these fierce carnivores is hazardous at best. It is believed, however, that Nemean lions reproduce by mating with the more common variety of veldt or jungle lion. The offspring are most often ordinary lions, although a few are of Nemean characteristics.

Nemean lions make their lairs in caves, and hunt in the daytime. They are most commonly encountered in rugged or desolate areas, far from human villages. They occasionally venture forth to prey on human victims, though such occurrences are rare.

While Nemean lions are impervious to many forms of attack, they are not invulnerable. Weapons fashioned from bone have been known to pierce their skins, and a warrior with sufficient strength, skill, and courage might conceivably be able to strangle such a beast. A champion who actually overcomes a Nemean lion will certainly be the subject of awe and admiration for a long time to come.

The skin of a Nemean lion retains much of its invulnerability to artificial weapons after death. Assuming that it can be skinned (a procedure requiring the use of the beast's own razor-sharp claws), the pelt can be cured and worn as a cloak or mantle. The skin continues to be a valuable defense against all manner of standard weaponry thereafter, though enchanted weaponry will pierce such armor. Possession of a Nemean lion's skin is by itself sufficient to prove an individual a powerful champion.

ERYMANTHIAN BOAR

Standing eight feet tall at the shoulder, and measuring fourteen feet or more in length, Erymanthian Boars are vicious and destructive creatures. Like all boars, they are ugly, sporting razor-sharp tusks, and possess the foul temper typical of such creatures. Erymanthian boars are herbivorous, but their size and nasty disposition make them most dangerous. Luckily, they are rarely found in groups, their great size requiring them to range over wide areas in search of sufficient food to support their massive frames.

Erymanthian boars are hazardous to men primarily through their great destructiveness. A rampaging boar can trample crops and fields, break down fences, and even destroy small or weak buildings. The presence of a beast of this kind in a region will usually bring together large numbers of hunters who undertake to drive off or kill the huge animal. An account of one such hunt, in Chiron's **Natural History**, shows just how dangerous it can be to face an Erymanthian boar.

"It was then that Fate took a hand in the hunt, for the first spear thrown at the great beast failed to hit any vital organs, but did score a painful wound in the boar's muscular fore-shoulder. Grunting in rage and pain, the beast panicked and veered away from the first attackers, only to run straight into a second party approaching from the other side. Though they scattered as the wounded animal charged, two members of the group were slain by the creature's sharp tusks. A third member of the party, having fallen over an outthrust tree-root, was trampled to death under the iron-hard hooves of the behemoth."

GRIFFON

Griffons are hybrids created long ago through the magical experimentations of First Age Atlantean sorcerers. They have the body, hind quarters, and tails of a lion and the forelegs, visage, and wings of a giant eagle. Like most sorcerous crossbreeds they are not numerous, most being sterile and incapable of reproduction.

Like eagles, griffons make their lairs in high places such as sheer cliffs, mountainsides, etc. They build sturdy nests of roots, branches, and such odds and ends as they can scavenge from the surrounding countryside. Such nests may be as large as twenty feet in diameter, with "walls" as high as six feet. A mated pair of griffons will generally have 1-4 young fledglings, eggs, or some combination thereof. Adult griffons will never leave a nest untended; either the male or female will always remain in the nest to guard their young. Curiously, griffons incapable of reproduction will still take a mate, and may steal fledglings or eggs from the nests of other avians (such as rocs, hippogriffs, etc.) and raise them as their own.

Griffons are fierce predators who will take almost any type of prey, up to the size of a full-grown horse. Their preferred method of attack is to swoop down on their chosen victim from above, inflict a grievous wound with either talons or hooked beak, and carry the prey back to its lair. They are strong flyers, and when not encumbered are capable of maneuvering with swiftness and agility.

If trained from birth or soon thereafter, griffons make excellent steeds. They are fiercely loyal, and can be trained like warhorses to fight alongside their masters. For this reason, griffon eggs and fledglings are highly prized, and may bring several thousand in gold from breeders and eccentric collectors. It is said to be possible to capture the young with nets of sturdy cord, providing the adults can be subdued by some means (adult griffons will fight to the death in defense of their broods).

MANTICORE

Manticores are not natural creatures, but are the products of sorcerous cross-breeding and hybridization. They are most hideous, having lionine torsos, great bat-like wings, and spiked tails. A manticore's head and visage invariably appear as a mixture of human and lionine features.

Manticores are powerful beasts, often measuring ten or more feet in length and standing up to six feet high at the shoulder. With their curved talons, sharp fangs, and spiked tails, they are formidable antagonists. They are incredibly fierce, and are believed by some scholars to be utterly immune to fear.

Though manticores are capable of flight, they are neither swift nor especially maneuverable while airborne. Such is not the case on land, where manticores exhibit a surprising degree of speed and dexterity. Rearing up on its hind quarters, a manticore can simultaneously engage opponents with claws and fangs (from the front) and spiked tail (to the rear, or to either side). According to some accounts, manticores can also use their leathery wings to batter foes.

Despite the claims of certain members of the magical community, manticores are not known to exhibit any extraordinary degree of intelligence. They can be trained only with great difficulty, and are said to make poor steeds, due to their violent and unpredictable nature. They may be used as guard beasts, but will invariably seek to escape if not secured with one or more stout chains.

In the wild, manticores often lair in caves or amidst other natural rock formations. They feed primarily on vermin, but will eat almost anything they can swallow or tear to pieces. Being hybrids, few of these monsters are able to produce offspring. Accordingly, they are quite scarce in most regions, and are seldom encountered in any numbers. Details of their mating habits and offspring remain largely unknown.

For many years, scholars have claimed that manticores often "launch" or hurl their tail spikes (somewhat like a porcupine) when attacking prey. Though manticores certainly have this capability, it is now known that they use this form of attack only if hard-pressed; otherwise they prefer to employ the tail as a mace-like weapon. Chiron the Wise suggests that manticores conserve their tail spikes because they take so long to regenerate (4-12 weeks, according to Chiron).

CHIMERA

The race of Chimeras was reputedly created long ago by the Atlantean sorcerers of the bygone First Age. Their incredible appearance, combining the attributes of serpents, lions, goats, and dragons, tends to support this traditional story of their origins, though the truth is now somewhat obscured by myths and legends.

Chimeras possess the head of a lion, a goat and a dragon. They have the foreparts of a powerful lion, the hindquarters of a goat, serpents' tails, and bat-like wings. This combination of features gives them a wide range of abilities, which are supplemented by the fiery breath of the dragon head and the ability to burst into flame at will.

Chimeras are exceedingly rare, few reliable stories of their existence having ever been verified. One of the few accounts of a chimera was already over a hundred years old when Chiron the Wise recorded it in his **Natural History**:

"Over five score years before, the neighborhood had been terrorized by the coming of one of the winged chimeras. The monster settled in a wilderness lair and ranged over the countryside, carrying off animals and men alike for food, and wantonly laying waste to all in its path. Several encounters with local militias ended in the complete rout of the populace, until the chimera was finally driven off by a wandering sorcerer of great power. Such was the gratitude of the people that this sorcerer was elevated to the throne of the land, and the king deposed for his failure to deal with the menace. This was the origin of the dynasty of sorcerer-kings who continue to reign to this day over these lands."

Chimeras possess little intelligence, but are cunning beasts all the same. They are almost impossible to trick or trap, and are fearsome in combat. Only the most skilled warriors or magicians can hope to triumph in a contest with such beasts.

MONSTROSITIES AND ODDITIES

"From whence come these strange creatures, which defy both logic and natural law?...The giant kraken, the leviathan and behemoth, the roc, the earth-bound demons... Have we incurred the wrath of the gods, that they send down upon us such horrid abominations? Or can it be that these monstrosities and oddities spring forth from the wells of our own dark imaginings, and are given shape and substance by men's superstitions and fears? Alas, I know not which is the true explanation, nor which I would prefer to be true, had I the choice to make..."

Merdan the Magician

ALICANTO

Alicanto are a most peculiar variety of nocturnal birds, being found only in certain temperate forests and jungles. Much prized for their unique capabilities, alicanto have long been hunted by man, and may be headed for extinction.

By far the most extraordinary feature of these creatures is their diet, which is said to consist for the most part of certain precious metals. Alicanto, in fact, can be classified under two distinct types: those that feed upon silver, and those that prefer gold. The type of metal most preferred by any alicanto is readily determined by the color of its plumage (silver or gold).

Alicanto are unaggressive, and pose no threat to any living creatures. They are easily frightened, and will take wing at the slightest disturbance. Despite the metallic sheen of the alicanto's plumage, its feathers contain only the most minute traces of silver (or gold, as the case may be). Nevertheless, the glittering plumes of the alicanto are highly sought after for decorative purposes, and command surprisingly high prices in many places throughout the world (one gold piece for silver feathers, and as much as ten gold pieces for gold). A full-grown alicanto will generally have several dozen feathers suitable for selling as decoration.

Alicanto are often found by the banks of streams, where they spend much time foraging for tiny bits of silver or gold ore. In places where humanoids have settled, these birds will sometimes be found pecking away in underground mines, irrigation ditches, and freshly plowed fields. Many a careless traveler has been dismayed to find that alicanto can and will eat silver or gold coins, rings, and necklaces. If such valuables are left in pouches or sacks, these creatures may become uncharacteristically bold; reports of alicanto scavenging around campsites (or even landing on the back of a horse in order to pick through saddlebags and pouches packed with valuables) are considered fairly common.

If given the opportunity, an alicanto will so gorge itself on silver or gold that it will be unable to become airborne. Ten to twenty pounds of metal will generally be sufficient to render a fully-grown alicanto incapable of flight. It is a commonly held belief that this method can be used to capture alicanto alive, so one can employ them when hunting for treasure. Alicanto do indeed possess the ability to detect and locate their most preferred food (silver or gold, not both) at distances of up to one hundred feet. They do not take well to captivity, however, most dying of grief in one to three days. Those who do adapt are said to make good pets, though they can be quite expensive to feed and are prone to mischievous behavior. A coin or two a day is said to constitute a more than adequate supply of food for such pets. Like pet fish, alicanto will eat as long as there is food, and will even eat themselves to death. Consuming more than twenty pounds of metal will almost always be fatal.

Alicanto are believed to mate only once per year. Females never produce more than a single egg, which they bury by the banks of a river or stream. Like the parents, alicanto eggs are either silver or gold in color. The idea that geese lay such eggs is, of course, mere fable.

ACEPHALOS

Acephali are giant leeches who feed on the blood of living creatures of all types. Although fairly uncommon, they are found throughout much of the known world, inhabiting swamps, jungles, brackish waters, subterranean pools, and even sewers.

Acephali are soft-bodied creatures, and are quite repugnant to behold. They resemble nothing so much as giant maggots, having sickly white skin dotted with splotches of yellow or brown. Adult specimens have been found up to six feet in length, though the average size is believed to be closer to four feet. The most notable feature of these creatures is their jaws, which are extremely powerful and supported by several sets of sphincter-like muscles. Inside an acephalos' mouth are two rows of black fangs which curve inwards towards the creature's gullet. When the jaw muscles are contracted, these fangs act like barbs, holding the acephalos' prey fast so that it may drain its victim of blood.

Though devoid of a skeletal or cartilaginous structure, acephali move swiftly in their watery element. They usually attack their prey from below the waterline, often gaining the advantage of surprise by doing so. Once an acephalos bites into its victim, there is no way to break free from its powerful jaws and hooked fangs. Neither will the creature release its prey until it has drunk its fill of blood. It will usually take five or ten minutes before an acephalos is satiated, after which it will release its prey. Even if an acephalos is slain while feeding on an individual or creature, its jaws will continue to hold fast to the unfortunate victim. Removal of an acephalos requires the use of a sharp knife, a procedure which inevitably causes further damage to the victim. To make matters even worse, the bite of an acephalos leaves an ugly, circular scar and is likely to cause a deadly blood disease.

HIPPOCAMPUS

The Hippocampus, or seahorse, is an aquatic creature native to various warm seas and oceans. The beast resembles a horse in the appearance of its upper body, but trails off into a fish-like tail behind. Two sturdy forelegs, bearing fins instead of hooves, propel it through the water, the thrashing tail providing extra power as well as guidance.

Though it looks much like a horse with the body of a fish, the hippocampus is a true sea creature, an aquatic animal which draws oxygen from the water through the use of gills. Their bodies are scaled, the foreparts having rather fine scaling and the tail being covered with somewhat larger plates.

A hippocampus can move with great speed through the water. They can be caught and trained to carry riders or to serve as pack animals, though capturing these swift creatures is generally tricky. Once trained, however, they are devoted and loyal animals.

PHOENIX

According to popular legend, the Phoenix is a symbol of life after death, and of the eternal nature of the universe. Though said to be unique, there are those that maintain that there is actually an entire race of these rare birds in the remote fastnesses of the East. In appearance, the bird bears some resemblance to a very large eagle, with a twenty-foot wingspan. Its plumage is a mixture of gold and crimson in color, and appears to be on fire.

The phoenix does not live on flowers or fruits, but rather on frankincense and various odiferous gums. Tradition holds that the bird is extremely long lived; every five hundred years, the phoenix immolates itself in a fiery blaze. From the ashes of its parent, a new phoenix magically emerges.

Chiron the Wise, in his **Natural History**, claims to have witnessed the birth of a young phoenix, though most authorities claim that his account could not be correct, as a phoenix was reliably reported only 80 years before his writings. This is taken by some as proof that Chiron made up his account, and by others as an indication that there are more phoenixes in the world than the unique bird of tradition. But, if Chiron did invent his "eyewitness account," he almost certainly drew upon accounts from the previous visitation.

"The year of my visit to the city was also the year of a fabulous occurrence, the arrival of the magnificent Fire-Bird, or Phoenix, from the East. This happens but once in five centuries and is considered locally to be an omen of great good fortune to all those who witness it. The phoenix, trailing flames, took to the air, attended by a great mass of lesser birds, flying beside it like courtiers around a great king. The Fire-Bird carried in its talons a sweet-smelling nest, primarily of oak or palm leaves, but containing great quantities of cinnamon, spikenard, and myrrh. Within this nest, the ashes of the parent were carried, encased and preserved in an egg fashioned of myrrh."

The phoenix is highly prized by alchemists, who claim to have many uses for its plumage. Quests to the distant eastern homelands of the phoenix are often mounted in search of these wondrous birds, with the object of bringing back a feather or two. It is said the easiest way to find the phoenix is by searching for regions where myrrh or frankincense are to be found in quantity, for these odorous elements are prized by the bird above all else.

If, indeed, more than one such bird exists, it is plain that their numbers remain small. Scholars who take this view have expressed concern that the race will eventually fade; if the bird must live its full five hundred-year span before producing a single offspring, there must be many who do not survive to do so, thus making the tragic reduction in population inevitable.

HANTU

Hantu are vile creatures who are occasionally found in certain remote and isolated regions of the world. Often erroneously referred to as "earth bound demons," little is known of the Hantu. The First Age sorcerer, Korak, presented perhaps the most reliable description of these strange creatures in his estimable treatise, entitled "Guide to the Lower Planes." In it, he relates: "The Hantu... are hideous and brutish creatures of unknown origin. Unlike most daemons, Hantu are not characterized by any single set of physical attributes; rather, they may possess any number of repulsive characteristics, including cloven feet, claws, forked tongues, bat-like wings, shaggy hides, scales, multiple sets of arms and legs, and so forth."

As described by Korak, the Hantu are believed to originate from some obscure lower plane associated with neither demons nor devils. He explains their appearance on the material plane by the Hantu's reputed "propensity for spotting magical gates and interplanar rifts," which Korak felt they entered "of their own accord." Evidently, once on the material plane, Hantu often are unable to effect a return to their home plane. As such, there are those who claim that these creatures will sometimes serve a human spell caster in exchange for some spell or device which will enable them to return to their own dark dimension.

A contemporary of Korak, the black magician Hedon, went so far as to describe in detail seven separate species of Hantu. Despite Hedon's well-documented predilection for hallucinogenic substances, his listing of Hantu types is perhaps not without some merit, and so is presented here, as follows:

"**Arzori**: One-eyed, winged creatures. They are swift flyers who seldom alight upon solid ground. Their screams are like the howling of the wind, and can drive men mad. Some call them wind daemons.

Mada: Wizened, brown-skinned creatures. Their touch withers and kills all types of plants, and is harmful to men. Some call them drought daemons.

Mahrkusha: Shaggy white coats, cloven hooves, and black fangs and claws. Their touch is icy cold, as is their breath. Some call them frost daemons.

Mytru: Pale white, yellow-eyed, winged creatures. Their touch is often fatal to living creatures and organisms. Some call them death daemons.

Namtaru: Sickly, green-skinned creatures. Their bite causes disease, as does their very touch. Some call them plague daemons.

Nhangs: Scaly-hided, water-breathing creatures. They live in fresh water, and drown their victims. Some call them river daemons.

Ravanna: Black-skinned, four-armed, winged creatures. They are nocturnal, and prey on travellers and livestock. Some call them night daemons."

According to Hedon, the seven listed types "by no means represent all the species of Hantu." In later, even more obscure works, the black magician implies that at least another three (and possibly as many as five) types of Hantu remain unclassified.

BASILISK

The basilisk, also sometimes known as the cockatrice, is a reptillian beast frequently referred to as the "King of the Serpents." Possessing a sinuous, scaly body supported by eight squat legs, the basilisk is noted for its terrible power and destructive nature.

The basilisk's gaze is a deadly weapon, for any creature which looks into the serpent's eyes will be turned to stone. Indeed, the basilisk itself can be petrified in this manner, and a polished mirror is often the most effective weapon against this creature. Its breath, and the very touch of its body, are also deadly. The passage of a basilisk causes plants to wither, animals to be frozen into stone, and the earth in the monster's wake to split and crack.

These deadly beasts are not inherently malign. Being of low intelligence, basilisks are probably unaware of the destruction they cause. In addition to their other natural weapons, the blood of ancient basilisks is so potent that a spear or sword can conduct the venom into the body of the man who wields it, often with lethal effect. Thus, magic, or a way of turning the power of the creature back on itself, are the only sure methods of killing such creatures.

Basilisks are naturally solitary and long-lived creatures. The company of their own kind is dangerous to them, and so they meet one another only rarely. Mating between basilisks might take place only two or three times within a fifty-year period. The creatures meet in the dark, mate, and then go their separate ways. The female lays up to three eggs following this mating, and the young hatch several months later. Generally, the mother does not herself hatch these eggs. Instead, they are deposited among the nests of other reptiles, and are hatched by some surrogate parent, who generally dies with the emergence of the young basilisk.

Chiron the Wise reports that basilisks are possessed of a single natural enemy–the weasel. "Apparently immune to the gaze of the Monster, the weasel is fully capable of fighting the basilisk, though it is far smaller in size. It fights a prolonged and difficult battle, wearing away at the beast, until the basilisk is at length killed." No explanation for this reputed immunity is given, and for the most part this passage is considered to be an old wives' tale with little or no basis in fact.

Basilisks have sometimes been reported capable of flight, and some scholars recognize two distinct species of the beast. The flying basilisk, if it actually exists, is much the rarer.

SPHINX

An exceptionally intelligent species, the sphinxes are a malign, often cruel, and always dangerous race. In appearance, they combine the head and upper torso of a man, the body and four legs of a lion, and the wings of a large bird of prey. The male is twelve feet long, and measures eight feet at the shoulders in height. Males are generally bearded, and wear the facial hair in tight ringlets. Females are slightly smaller, with longer, straighter, hair.

Sphinxes regard themselves as a superior race, primarily due to their longevity and their mass of knowledge and collected wisdom. They attempt to dominate humans, sometimes retaining them as servants, other times choosing to kill and eat them.

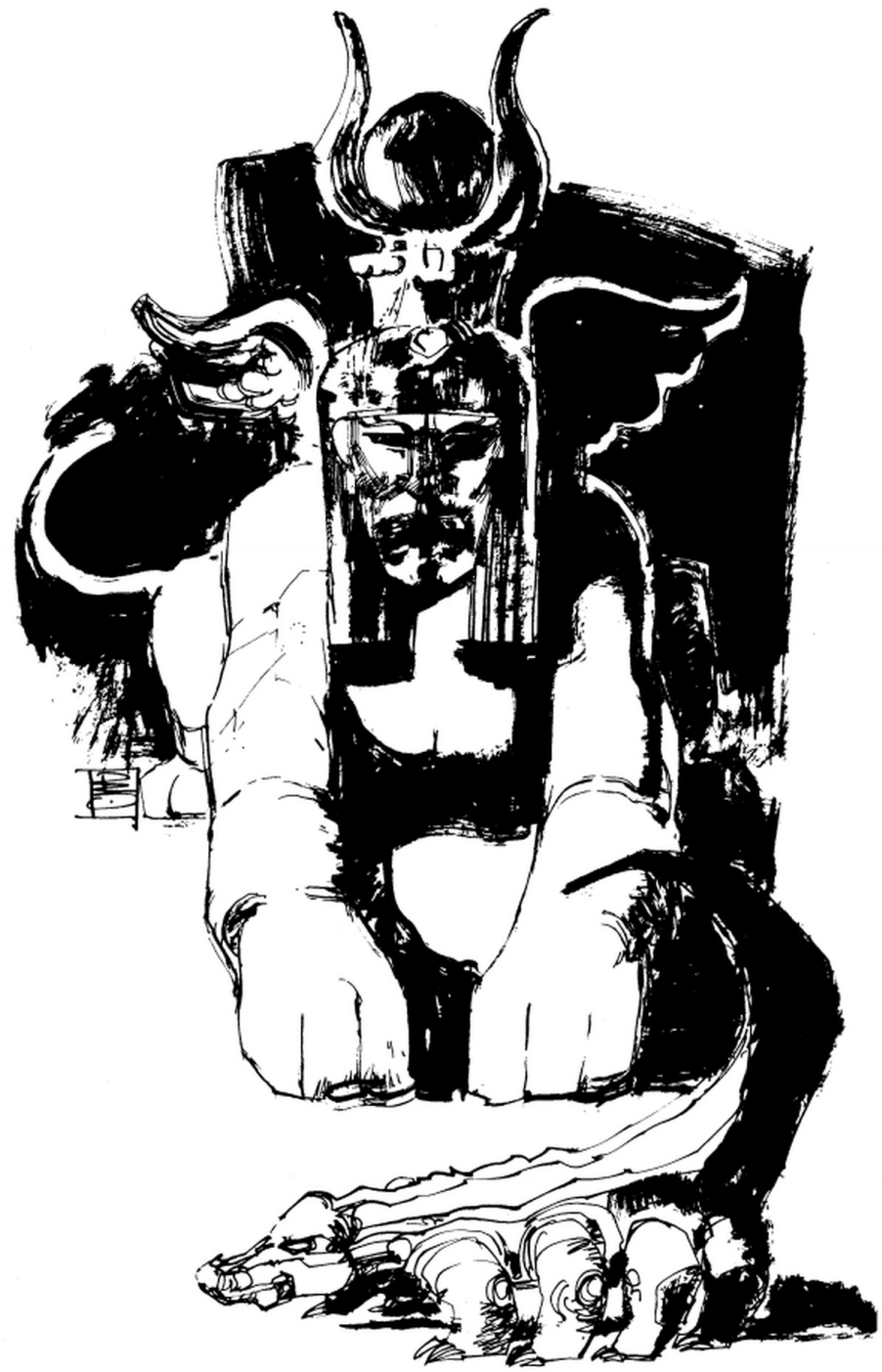
For the most part, sphinxes have incredibly high opinions of themselves. They delight in tests of knowledge and wit, seeking by such means to assert their superiority. Typically, a sphinx will challenge anyone it meets to answer a question, solve a riddle or puzzle, or come up with a suitable quote from literature. Failure to answer correctly generally results in death. Some scholars claim that it is sometimes possible for men to outwit sphinxes. Chiron the Wise mentions one such case in the **Natural History**.

"The Sphinx terrorized the district, ruthlessly killing all who failed to master the challenge proposed as a condition for free passage. Accordingly, travel along the high road was virtually at a standstill. But a traveler, having heard of the sphinx, resolved to match wits against the creature. When the sphinx issued her challenge, to quote at length from memory the works of the northern poet Braggi, the traveler was unable to do so. But by a cunning bluff, the traveler caused the sphinx to produce the work and quote it herself, and was lucky to catch her in a misquotation. Upon realizing that she had herself been caught in error, the sphinx killed herself by leaping from the cliffs into the sea below, for she could not bear to have been proven wrong."

Sphinxes generally prefer to battle with wits rather than engage in physical combat, but they are capable of putting up a fierce fight as the need arises. Their intelligence aids them in any such combat, for they are wary, and are rarely taken by surprise.

The sphinxes' desire for dominance would seem to be the primary reason for their reluctance to congregate in groups. When they choose to mate, which is rarely, they stay together only a short time before resuming their solitary habits. For this reason, their numbers are few.

Because sphinxes love knowledge of all kinds, they can sometimes be approached for information or ancient wisdom, but only by those who can offer some bit of knowledge in return. Such approaches require considerable courage, for a sphinx offered "old news" can be cruel indeed to the luckless fool who dared to disturb it.



ROC

Rocs are immense birds of prey found in certain warm, fertile climes. With a wingspan which can extend from 150-300 feet or more across, the Roc is fully capable of picking up a small elephant and carrying it off for food. They have cruel, hooked beaks and sharp grasping talons.

Like hawks, falcons, and other hunting birds, rocs are solitary carnivores. A single roc requires a range of at least 150 square miles of fertile land to support itself. They are highly territorial in nature, staking out a region and fighting off potential rivals. During the mating season, potential mates are tolerated within territorial boundaries, but this is the only instance when a roc may be seen in the company of others of its kind without engaging in a death struggle.

Writing in his **Natural History**, Chiron the Wise has left us with a vivid picture of these huge predators:

"When first they settled the region, these colonists were unaware of the depredations of that great bird of prey, the fierce Roc of the Eastern Mountains. It came first to the settlement when herds of cattle were being taken to graze in the open fields to the north of the town. Some of them, old men now, but then just youths tending these cattle, told me that a great shadow blocked out the sun, and a screeching cry echoed from the mountains. The huge bird circled overhead, swooping down to pluck the largest bull from the field. The other cattle stampeded in the face of the monster, and all the men fell to the ground in awe and terror."

As their population is low and their development to maturity particularly slow, rocs are growing increasingly rare. Encounters with these immense predators are infrequent, and are generally limited to wilderness areas far from the realms of men. Every so often, reports come in of rocs killed near a settlement. Such events are the cause for great celebrations and feasts, for the flesh of the roc is considered a great delicacy, and a single bird can provide the basis for a feast for an entire village or small town.

BEHEMOTH

Behemoths are the largest species of saurians, and are among the most fearsome monsters of the Antedeluvian Age. Omnivorous by nature, behemoths are fortunately quite scarce, spending most of their lives hibernating beneath the surface of the earth.

Behemoths are gigantic in stature, ranging up to two hundred feet in length. Their bodies are covered with tough, horny scales that are said to be as resistant to damage as plate mail. Like most reptiles, behemoths have low metabolic rates and consequently are sluggish and slow-moving. They cannot exist in cold climates, an generally found only in sub-tropical, tropical, and desert regions. As sightings of even a single behemoth are incredibly rare, little is known of the mating habits of these creatures.

It is known that behemoths hibernate for periods of up to seventy years, not moving or stirring during this time unless awakened or disturbed in some way. The subterranean burrows which behemoths dig for this purpose will usually range in depth from 30-60 feet, and may be up to a mile in length. Upon awakening (or being awakened) from its long hibernation, a behemoth will emerge from its burrow and begin to search for food. For seven days the monstrous reptile will roam the countryside, devouring all organic matter in its path. A behemoth may travel up to seven miles in a day, leaving a hundred-foot wide path of destruction in its wake. While in a feeding frenzy, these creatures are both fearless and highly aggressive. Tales of behemoths charging into the midst of large groups of armed humanoids, razing farmlands, and battering down walled cities and fortresses are not uncommon. Their great claws are large enough to crush a warhorse, and a full-grown man can easily be swallowed whole by a behemoth. Though incredibly strong and fierce, behemoths are rather dull-witted. Their simple minds are incapable of comprehending even the most rudimentary commands, making them totally immune to magical influence of any sort. In fact, behemoths seem to be motivated purely by the instinctive desire to feed, and will randomly attack and devour anything that appears to be edible. Once the feeding frenzy has passed, a behemoth will burrow into the earth and begin another period of hibernation.

While behemoths are terribly destructive creatures, they are very few in number, and are believed to be on the verge of extinction. The random nature of their feeding patterns is such that behemoths rarely do great damage to civilized areas. Because these creatures hibernate for such long periods, however, there have been instances where small towns, cities or fortifications have unknowingly been built above the burrow of a sleeping behemoth.

KRAKEN

Kraken (also known as "demons of the deep") are immense and horrid creatures who prowl the depths of the seven seas. Although they resemble giant squids, kraken possess a sinister intelligence and are known to be extremely dangerous to man.

Kraken may grow to over eighty feet in length, and may weigh as much as twelve tons. Like squids, they are soft bodied, and have powerful, beak-like mouths. The underside of their tentacles are covered with three rows of suckers, allowing kraken to cling or fasten themselves to any type of solid surface. In their natural habitat they have few enemies (see Leviathan), and often prey on whales, dolphins, and other large sea creatures.

Though Tritons claim that kraken mate frequently, they are almost never encountered in pairs. Female kraken lay hundreds of eggs at a time, but most either fail to mature or are eaten by undersea predators. The female encases her eggs (each usually about six inches in diameter) in a protective sac or membrane, but thereafter abandons the brood. These egg sacs are usually anchored to the ocean floor or a coral reef. The eggs are considered delicacies by some folk, and may command up to twenty gold pieces each in certain places.

Though lacking any type of skeletal structure, kraken are powerful creatures. They will readily attack ocean-going vessels, and can crush the hull of even the strongest ship in a matter of moments. A single tentacle can do terrible damage to a man, or lift a creature as large as a heavy warhorse with relative ease. As kraken are quite intelligent, they will seek out the survivors of shipwrecks, and pursue individuals who attempt to elude them (tales of kraken following lifeboats in order to feed on their crews are quite common). They will often lay in ambush, almost totally submerged, with a single eye-stalk thrust above the water.

Kraken are able to "swim" by forcing streams of water from chambers within their bodies, thereby propelling themselves through the water. This propulsion mechanism allows Kraken to move at surprising speeds and enables them to maneuver with remarkable dexterity. If outnumbered or under heavy attack, a kraken may attempt to escape by expelling a dark cloud of ink and taking evasive action, or by diving. The same mechanism which serves as a means of locomotion can also be used to take on large quantities of water as ballast.

Though kraken are highly aggressive and cause great destruction to ships of all sorts, they are relatively few in number. Of the few kraken who survive beyond the egg stage, most are devoured by other sea creatures before they can reach adulthood. The small number who manage to survive are still sufficient to warrant the fear of sailors and traders throughout the waterways of the known world.

LEVIATHAN

Leviathans are the largest of all sea-dwelling creatures, dwarfing even the giant kraken in size and weight. Though only rarely encountered by man, these marine monsters are known to inhabit warm seas and oceans throughout the world.

Leviathans range in length from 200-300 feet. Specimens nearly 400 feet long have been reported, but such claims are generally considered to be exaggerated. In appearance leviathans resemble monstrous, dragon-headed tortoises, with webbed claws and crocodillian tails. Their chitinous shells often become covered with an astounding variety of corals, mollusks, and seaweed, leading sailors to occasionally mistake a basking leviathan for a small island or reef (often with disastrous results, as one might imagine).

Because leviathans are not particularly aggressive, these massive creatures are believed to pose little threat to man. In some areas leviathans are revered as demi-gods by certain primitive island tribes, for they keep away such harmful monstrosities as kraken and sea dragons. The primitive peoples who worship these sea creatures often offer them sacrifices of great quantities of herbs, fruits, and crustaceans, and will seek vengeance upon any individuals who do harm to a leviathan.

Leviathans are territorial in nature, but are not particularly aggressive creatures. Although they are omnivores, leviathans feed mainly on plant life, only rarely supplementing their diets with fish and small crustaceans. They will almost never attack ships or large sea creatures unless provoked, and most incidents involving the sinking of sea vessels by a leviathan are thought to be the result of accidents. The only known enemies of these gigantic ocean dwellers are the kraken and sea dragon. Leviathans have been known to attack kraken on sight, and will aggressively seek to drive sea dragons from their territorial waters. Sailors who have witnessed battles between a kraken and leviathan claim that there is no more terrifying sight to behold, and struggles between these two monstrous creatures are said to have been the cause of maelstroms and tidal waves.

When provoked or angered, leviathans can be truly fearsome antagonists. Their claw-like talons are capable of cracking a ship's hull like an eggshell, and their jaws are large enough to swallow creatures as large as a horse. The tough shell of a leviathan can be up to three feet thick, and is practically impervious to damage, both from above and below. The creature's head, neck, and appendages are less well-protected, being covered with a scaly hide similar in toughness to leather armor. If hard-pressed, a leviathan may withdraw into its shell and simply dive beneath the surface of the waves.

DRAGON RACES

"The first creatures to walk the earth were the dragons, giant reptilians spawned at the very center of the world. Emerging from their fiery, subterranean haunts, they took possession of the land, the sea, and the skies. For countless eons the dragon races ruled the earth, until the coming of the time of ice. Many perished, but others survived by again taking refuge below ground, or beneath the sea. Safe in their hidden lairs, the dragons slept, and dreamt of the day when they would once more come forth into the world..."

Solmeht the Chronicler

HYDRA

Hydra are a rare species of giant reptilians believed to be related to dragons. By comparison, hydra are generally smaller than dragons, having stout, muscular torsos and somewhat shorter tails. Most notably, these creatures are multi-headed, a feature which sets them apart from the rest of dragonkind.

A hydra may have as many as nine heads, each capable of independent action. Though certain scholars claim that all hydra have a single, dominant head which supposedly coordinates the creature's movements, this theory has never been satisfactorily proven. A more widely-accepted theory states that a hydra's age may be determined by the number of heads which the creature possesses (it is estimated that hydra grow an additional head approximately every one hundred years). It is also known that hydra are capable of regenerating lost or damaged members, a process believed to take only seven days.

There are several known species of hydra, the most notable of which is the ouranabad, or winged-hydra (see Ouranabad). Others include the common (or "fanged") hydra, pyrohydra (a fire-breathing species), and the aquahydra (a rare water-dwelling species). The common hydra is the largest and most powerful of the known varieties, while the pyrohydra is believed the most aggressive. Very little is known of the aquahydra, and in fact some scholars and naturalists claim that the species has long been extinct.

Hydra are semi-intelligent creatures who prey on most smaller forms of animal life. Most lair in caves, though some find abandoned man-made structures more to their liking. They are territorial by nature, and patrol their domains with great vigilance. Unlike dragons, hydra seldom sleep for long periods of time. Hydra protect and feed their young until they are large and strong enough to fend for themselves. Both the male and female hydra hunt for prey, which they always bring back to their lairs to consume. As hydra are unclean creatures, the inedible parts of their prey (bones, armor, coins, weapons, etc.) are always left strewn about their lairs. Thus, a hydra's lair may contain valuable treasures or nothing of worth, depending on the creature's feeding habits.

Because young (2-3 headed) hydra can be trained as guard beasts, they are highly sought-after in some regions. The dangers inherent in capturing a live hydra understandably limit the availability of trained specimens, which reportedly can be sold for upwards of 10,000 gold pieces to certain discriminating buyers. As far as is known, it is not possible to raise hydra from captured eggs.

OURANABAD

The ouranabad, or winged hydra, is a creature distantly related to the true hydra. Measuring fifteen feet or more from nose to tail, the ouranabad is a swamp-dweller. The creature is covered with fine scales and has great, bat-like wings. Like all hydras, the ouranabad has a multiplicity of long, sinuous, snake-like heads. Each head has a bony ridge of spiked horns, and a mouth filled with needle-sharp teeth. Its bite is poisonous, ouranabad venom being more potent than that of a king cobra.

Usually, ouranabads have seven heads. However, as is typical of hydras, the loss of a head generally results in the growth of two new ones to replace it. A head destroyed by fire, or bitten off by another ouranabad and thus infected by poison, will wither and not be regenerated. For this reason ouranabads with fewer than seven heads are frequently encountered, for fights between rivals are common during the beasts' brief mating season.

Though winged, ouranabads are poor flyers at best. Their bodies are awkward and clumsy, and they fly only when absolutely necessary. Both sets of legs are tipped with long, curved talons, enabling them to snatch prey. The tail is long and heavily muscled, and serves as a "rudder" in flight. This latter appendage is capable of delivering a powerful blow in combat.

The ouranabad is a fierce creature, but their young can sometimes be tamed by a skilled animal trainer. Spell casters frequently keep young ouranabads as pets, apparently because of the magical properties of the animal. Ouranabad venom is a powerful adjunct to many magic brews, and the crests on each head are said to have magical properties as well. Because they are prized so highly, ouranabad eggs or young may fetch high prices in some regions.

Chiron's **Natural History** contains a famous account of an expedition of ten skilled mercenaries, who set off in quest of an ouranabad lair. They hoped to destroy the adult, who had ravaged the countryside, and bring back its eggs to deliver to a local wizard. Of the ten, only two returned, and one of those died within a month of the wounds he had received.

Ouranabads are far less common than ordinary hydras. Encounters in the wild are quite rare, suggesting that the species is dying out slowly.

WYVERN

The Wyvern is an offshoot of dragon-kind, having a serpentine body, leathery wings, and a tail tipped with a poison stinger. Covered with fine scales, wyverns are not quite so heavily armored as the great dragons, but are still formidable opponents. They are generally brownish or grey in color, and are most commonly encountered in densely forested regions or rugged areas, where they often will establish a lair in a large cave.

Unlike any of the true dragon species, the wyvern is not intelligent. It has the cunning and ferocity of a serpent, but does not possess the sinister ability to mesmerize or command others that true dragons often display. Their natural weaponry is fairly formidable, however, and includes razor-sharp talons, carnivore teeth, poison sting, and fiery breath.

Unlike many serpentine creatures, wyverns are frequently found in groups. According to Chiron's **Natural History**, these creatures occasionally migrate en masse into new hunting grounds, and can pose a great menace to men who may happen to lie in their path:

"The last great migration of the wyverns through these regions led to considerable destruction. Though the beasts lack the intelligence which characterizes their larger brethren, they are characterized by a ferocity and aggression almost unmatched in the animal kingdom. Their attacks caused great damage, until it was discovered that masses of archers, firing volleys as the creatures stooped low to attack, could effectively deal with the dangerous beasts. Their numbers, and their continued ferocity even in the face of great losses to their ranks, kept the battle going far beyond the point at which intelligent beings would have broken off the attack. As it was, the conflicts continued until the migration had passed fully on into the wilderness which lay to the west."

Wyverns, unlike the greater dragons, are rarely associated with treasure hordes or burial mounds. Their ferocious nature and hunting patterns make it more usual for them to be encountered in open terrain. Like other lesser dragon-types, wyverns can sometimes be tamed and used as steeds.

FIREDRAKE

The Firedrake is a giant wingless dragon, generally known as "The Great Worm" or "King of Serpents." Exceeding forty feet in length from nose to tail, firedrakes are serpentine quadrupeds, with sharp talons, muscular limbs, and ebony ridges around their heads and running down their backs. They are generally golden in color, though various other hues have been recorded.

Firedrakes are highly intelligent, though less so than the Eastern dragons who are their distant relatives. These powerful beings are generally motivated by greed, being enamored of large hordes of treasure. In general, they take possession of burial mounds or other sources of great treasure, and remain there, unwilling to give up their horde except to search for food or other treasure. They tolerate no rivals, even other dragons, and will not willingly part with a single piece of their treasure.

Chiron the Wise devotes only a brief mention to firedrakes in his **Natural History**, apparently being skeptical of their very existence. The tone of his writings echoes this skepticism.

"Rumor has it that the mounds of the dead are often taken over by an evil creature, described as a Worm or Serpent by some, or as a 'Firedrake of the North' by others. One story of this kind makes the claim that these creatures are in truth greedy men who through magic or some ancient curse are given this horrible form."

Reports of the magical origins of firedrakes crop up frequently, but science has established that these are an actual species of intelligent creature, related to others of the reptillian family, but as far past these animals as mankind is beyond the lower mammals.

In combat, the firedrake is a fearsome opponent. Aside from its massive fangs, great rending talons, and a mighty, thrashing tail, the firedrake has the ability to expel a fiery breath to a range of up to one-half of its own length. Moreover, these intelligent beasts have a great command of languages, and are capable of persuasion over others. A few have perfected the techniques of mesmerism, and can paralyze a victim with this power prior to striking.

Firedrakes have few weaknesses, though their armor is less impervious on the underside, and a bold fighter can sometimes achieve a lucky blow to dispatch the creature. As they are convinced of their own superiority, firedrakes are often overconfident and careless, toying with their victims rather than dispatching them promptly. This sometimes gives a victim the chance to extricate himself or herself from danger through wit, or by means of a bold and sudden attack.

Firedrakes are not a numerous species, but are found in almost every type of geographical region. Because of their bulk, they require a wide feeding range, but can survive in a variety of climates and conditions.

SEA DRAGON

Sea dragons are the only aquatic species of dragon, and are found in various oceans and seas throughout the known world. Often erroneously referred to as "sea serpents," these creatures are greatly feared and despised by sailors and sea-faring merchants.

While sea dragons are somewhat serpentine in appearance, they are four-legged, and have webbed claws. Their hides are covered with overlapping, irridescent scales, and their heads are usually crested or studded with rows of sharp spines. In older individuals the scales lose their sheen, allowing barnacles and various types of algae to take root and giving the creature a "bearded" appearance. Full-grown sea dragons may attain lengths of up to 40 feet.

Sea dragons are solitary beasts, and are never encountered in groups. Once in a great while a mated pair will be spotted, but such sightings are considered quite exceptional. Like most types of dragons, these aquatic monsters are hoarders of treasure. Their lairs are usually well-hidden amongst coral reefs, kelp forests, or underwater rock formations. Although they are reputed to be intelligent creatures, sea dragons are not skilled in the use of magic of any sort.

Sea dragons are very fierce, and will attack almost anything that moves in the water. They are most active at dusk and during the evening hours, tending to sleep during the day. As sea dragons are quite intelligent, they will often pursue sea-going vessels, both to acquire treasure and to feed on the ship's crew. They will usually seek to capsize small to medium-sized vessels by swimming under or around them; when attacking larger ships, sea dragons usually attempt to tear or batter a hole in the hull.

While sea dragons are aggressive carnivores, they are themselves sometimes hunted, both for food and for their hides and teeth. Both Kraken and the Makara will attack sea dragons if food is scarce, and certain tribes of island-dwellers hunt them for their shining, rainbow-hued scales. Their long, curved fangs are also sought after by sailors and traders, who use the ivory-like teeth for scrimshaw (decorative carvings). In some places, sea dragon teeth are said to bring up to 50 gold pieces per pound an average sea dragon will have 3-12 saleable fangs, each weighing 5-30 lbs.

EASTERN DRAGON

The Eastern Dragon is a huge, wingless reptillian beast, covered with large golden or red-golden scales. Full grown, it measures in excess of fifty feet in length. The body is narrow and snake-like, with four sharp-taloned legs and a magnificent crested head.

Eastern Dragons are a highly intelligent species, capable of speech and reason. All have the knowledge and skill to cast spells of mysticism, and possess the ability to levitate and fly from place to place without wings. Most Eastern Dragons prize knowledge and wisdom over all things. They are lovers of culture and, above all, seekers of truth.

These dragons are a benign race, quite unlike their better known cousins, the winged dragons and firedrakes of the north. Slow to anger, they are nonetheless fierce combatants if provoked. For the most part, however, they do not fight except as necessary. Eastern Dragons are fire-breathing, like most of dragon-kind. Their spell casting abilities, high intelligence and natural weaponry make them formidable antagonists.

For the most part, Eastern Dragons remain aloof from the doings of men. Chiron the Wise, in an early work entitled **Realms of the East**, denied their existence altogether. In the **Natural History**, however, he reversed himself after an unforgettable encounter:

"The village had placed itself under the protection of one of the intelligent serpents of the East, an ancient and wise dragon lord. At first, I disbelieved these claims, for reports of the dragons of these parts had been contradictory and beyond all rationality. Then, the Elders took me to an ancient tower north of the town, where, in a room stacked high with gold and other riches I met the Dragon Lord and held converse with him. He was most interested in accounts of other lands and other people, and in exchange, told me much of the history and background of the region."

Throughout history, Eastern Dragons have occasionally taken a town or village under their protection in this fashion, having few dealings with the inhabitants, but accepting offerings in exchange for help in time of danger. Their protection must be earned by the good deeds of the villagers and supported by offerings, for, like all dragons, this species is much attracted to wealth.

GREAT DRAGON

Great dragons are the most intelligent and evil of the dragon races, and are amongst the largest saurians ever to dwell upon the face of the earth. They are quite rare, but may be found in almost any type of terrain or climatic region.

Great dragons vary in coloration from silver-grey to ruby red, emerald green, or obsidian. Their bodies are covered with a thick, scaly hide, and often bristle with spiked protrusions, horns and barbs. A full grown great dragon may reach sixty feet in length, and may have a wingspan of close to one hundred feet.

Unlike many of the lesser dragon races, great dragons are extremely intelligent. Most are practitioners of magic, and will be familiar with various spells of enchantment and illusion. They are great hoarders of treasure, particularly coveting magic items, scrolls (which magic-using great dragons can read) and similar paraphenalia. Even great dragons who do not practice magic hoarde such treasures, if only to prevent others from owning them. Great dragons are incredibly greedy, and seldom leave their lairs unguarded for fear that their riches will be stolen. For this reason most dwell in subterranean caves, tunnels, or abandoned dungeons, sometimes setting traps and deadfalls in order to foil would-be thieves. Truly ancient and powerful great dragons may even employ wyverns or firedrakes as guards for their hidden lairs.

All great dragons begin life as wingless "larvae" (see Wyrmm), and only metamorphose into their adult forms after a long period of hibernation. Upon reaching adulthood a young great dragon will usually be about forty feet long, and will grow at the rate of approximately one foot per every 25 years (attaining full size after close to 500 years), and with the passage of each such period, great dragons also increase in power, knowledge and spell casting ability. Some scholars maintain that great dragons have no maximum size, but continue to grow even after 500 years; at best, such theories are simply speculation.

In combat, great dragons are terrifying adversaries whose very gaze can cause men to tremble with fear. In addition to their curved talons, powerful jaws, and whip-like tails, great dragons are able to exhale great quantities of fire or smoke up to three times per day. An enraged great dragon can raze a small village in short order, or knock down even a fortified stone tower in just a few minutes. Despite their awesome power, however, few great dragons will ever fight to the death. Most will flee if gravely wounded, and some have even been known to bargain for their lives if faced with certain death.

WYRMM

Wyrmms are not a true species of creatures, but are actually the larval young of great dragons. Though they are quite uncommon, wyrmms may be found throughout most areas of the known world.

Like great dragons, wyrmms are reptilian in appearance. Their bodies are covered with a scaly hide that ranges in color from dark grey to black. The head and upper carapace are protected by rows of sharp spines, occasionally augmented with barbs or crests of hard, chitinous material. Unlike their adult counterparts, wyrmms are wingless, and have neither legs nor arms.

Upon hatching, a young wyrmm will usually measure close to ten feet in length, and will weigh nearly 400 lbs. These hatchlings grow at the rate of approximately one foot per year, attaining maximum length and weight (20 feet, 2000+ lbs.) after about ten years. Young wyrmms spend all their time burrowing beneath the earth and feeding on all sorts of subterranean creatures. They are the particular bane of rock trolls and dwarves, and often invade the underground fortresses and hideouts of these humanoids. The winding tunnels which wyrmms leave in their wake are also a great nuisance to surface dwellers, who are sometimes dismayed to find that the foundations of above-ground structures have been undermined by these burrowing creatures.

After the ten-year growing period has passed, wyrmms instinctively begin to search for an isolated cave or cavern in which to hibernate. Once a suitable place has been found, the wyrmm will encase itself in a "cocoon" made of earth and small stones. A long period of hibernation (some say 50-60 years) then ensues, during which time the wyrmm gradually undergoes a strange metamorphosis. After the period of hibernation is concluded the former wyrmm emerges, transformed into a great dragon.

Though wyrmms are not adult creatures, they can be most dangerous. Their powerful jaws are capable of inflicting horrible wounds, and can penetrate even plate armor with little difficulty. Wyrmms are also able to wrap around victims, and crush them in their coils like a boa constrictor. Unlike adult great dragons, wyrmms are fairly unintelligent, and act more through instinct than conscious thought. They attack only in order to appease their constant urge to feed, and will break off combat in order to devour slain or fallen individuals or creatures. As feeding is their only real motivation, wyrmms will seldom retreat from a combat situation.

THE UNDEAD

"From the shadowy realms which border our own plane of existence come the Undead: ghouls and barrow wights, ghosts and phantoms, vampires and spectres... Raised from the grave they return, to walk the earth or to haunt the dreams of mortal men. They hate and envy all who live, and even those whose souls have found the peace of eternal rest. For the Undead are doomed to wander forever between the lands of the living and the dead..."

Kvasir of Midgarth

SKELETAL WARRIOR

"From the lich-dust of centuries-old battlefields the skeletal warrior walks again, raised from its long sleep by the powers of Black Magic. As it did in life, the undead warrior lusts for battle, though its will is no longer its own."

Kvasir of Midgarth
The Dark Undead

Skeletal warriors are undead beings created through the use of certain necromantic spells and incantations. As they have no spell casting or energy-draining abilities, these creatures are often regarded as the weakest form of undead. Those experienced in the ways of Black Magic, however, know that such is not always the case with these undead beings.

All skeletal warriors possess the combat capabilities of a highly skilled warrior. These creatures also retain the combat skills, weapon proficiencies, and weapon specializations which they had acquired while living. Though a skeletal warrior's level of ability will only be half what it was in life, the undead energies which sustain these creatures render them immune to fatigue.

As the majority of these beings were common soldiers when living, most skeletal warriors are indeed relatively weak. Powerful warlords or commanders who are raised as skeletal warriors may have considerable ability, however, and may be truly fearsome antagonists. The ability of skeletal warriors to wear armor and wield magical weapons can also contribute to the power of these beings, against whom non-magical and edged weapons do only half the normal damage.

When animated by Black Magic, a skeletal warrior must obey the commands of the individual who called it forth. Lacking in will, these creatures are capable only of following combat-oriented commands ("attack," "protect," "guard," etc.). Because they require neither sleep nor sustenance, skeletal warriors make superior sentinels. As such, powerful spell casters have often been known to seek the graves and barrows of once-mighty warriors in order to obtain their services as loyal guardians.

ZOMBIE

"Hideous to behold are the living dead, who men know as zombies. Called back from the grave by the black arts of necromancy, they are without intelligence, conscience, or will. Existing only to obey, they are the servants of darkness."

Kvasir of Midgarth
The Dark Undead

Zombies are corpses, raised from the grave and given a semblance of life by the employment of Black Magic. As Kvasir stated, these foul creatures have no intelligence or volition. Once returned to "life," a zombie must obey the commands of the spell caster who called it forth.

In appearance, zombies are most horrid. Like a corpse left mouldering in its grave, the body of a zombie will, to varying degrees, show signs of decay and decomposition. Its hair will be long and filthy, its nails elongated, gnarled and yellowish in hue. The stench exuded by these vile creatures is overpowering, the presence of flies and maggots being a consequent side effect in most cases. The sight and smell of a zombie, at ranges of ten feet or less, are often enough to cause living creatures to be overcome with nausea.

Despite their apparent lack of vitality, zombies are possessed of surprising strength. They are immune to all spells of illusion and influence (though they may be turned by practitioners of Divine Magic, Mysticism or Black Magic), and do not feel pain. They are exceptionally slow-moving, however, and may be destroyed by fire or steel. Blunt weapons, effective against skeletal warriors, are of little or no use against zombies.

Zombies are themselves incapable of using any type of weapon, having little manual dexterity. Their primary form of attack is to strangle their opponents, though a zombie may also attempt to batter a victim with its hands or arms.

In the control of a necromancer or witch doctor, a zombie can be employed to a number of devious ends. As the range of influence is limited depending upon the expertise of the spell caster, inexperienced or incautious spell casters have been known to lose control over such undead servants. Left to its own pathetic devices, a zombie will usually be drawn instinctively to a graveyard or barrow. In some regions, groups of zombies who have eluded the control of their masters may be found huddled in crypts or wandering across the countryside at night.

GHOUL

"The fearsome creatures of the dark... defilers of graves and enemies of all life... we call these *ghouls*. The Night is their element, the graveyard their haunt and home. Their packs rule from dusk to dawn, and he who dares face them faces death itself."

Kvasir of Midgarth
The Dark Undead

Ghouls are human-sized creatures, gaunt and corpselike. Their appearance is hideous, and they give off a foul stench. They have greyish-white skin, often disfigured by pustules and sores, and their bones show clearly under their skin. The head and body of a ghoul is hairless, the high-domed skull and large, almost bat-shaped ears giving it an unearthly appearance. They have sharp fangs, long, rending talons, and faintly glowing eyes adapted to see in the dark.

Ghouls subsist mainly on a diet of corpses and skeletal remains, scavenging through graveyards and burial grounds. They hate living things, and will attack and kill anyone or anything which wanders into their domains at night. These undead creatures attack by fang and claw, the bite of a ghoul being capable of causing temporary paralysis in most living creatures.

Like other Undead things, ghouls are primarily nocturnal, hiding in dark places near their haunts in daylight. They are not particularly intelligent, but do possess a cruel cunning that makes them difficult to track down and kill. All ghouls are able to sense the presence of living beings of any sort at a range of one hundred feet, a talent which ghouls employ to various, devious ends.

Natural and non-magical weapons are only half as effective against ghouls who, like other Undead, resist normal forms of damage. Magic, or magically forged weapons, will cause full damage against these insidious beings.

BARROW WIGHT

"Deep in the tombs of ancient lords, the barrow wight stalks the darkness. Grim and evil, these creatures are a powerful force in the legions of the Undead, wise in the powers of dark magic. Strong they are, seeking dominion over life, and able with their fell powers to extend their power over any mortal who falls within their grasp."

Kvasir of Midgarth
The Dark Undead

It is generally believed that barrow wights are related in some way to ghouls; possibly they are a variant of ghoul-kind. Externally, the differences between ghouls and wights are fairly minor. The wight retains body hair, is somewhat less corpse-like in appearance, and has a far greater aversion to light than ghouls. Some scholars have postulated from these facts that the barrow wight's differences stem from the original strength of life force (an abstract principle) of the original victim. The fact that most wights are found in the tombs of great lords, kings, or generals is held up as further proof, for it is taken as an indication that those who were powerful and strong-willed in life are most likely to become wights in death.

Wights are not known to possess the same venom as ghouls, and do not eat the flesh of corpses. Instead, they feed directly on the life force of living things, draining the energy of their victims by touch. This is the wight's most powerful weapon, as well as its source of nourishment and sustenance.

Barrow wights prefer subterranean surroundings, making their homes in tombs and crypts. At night, however, they may venture out to seek living things in the immediate vicinity of the tomb. They are highly intelligent, possessed of the power of speech, and often know some spells of black magic or mysticism. A few are masters of illusion as well, being able to cause confusion in the minds of travelers in order to lead them into traps.

As with other forms of Undead, barrow wights are resistant to certain forms of attack. Ordinary weaponry causes half normal damage against them, though magic and magic weapons are fully effective. Like ghouls, barrow wights possess extraordinary powers of perception. Some few of these creatures are said to be able to detect astral presences, though this remains a point of conjecture amongst scholars of undead lore.

SAHU

"Animated by the Black Arts, the Sahu are a mighty force among the Undead. Implacable and unrelenting, they are possessed of great strength and of a powerful intellect. As a result, they are much to be feared, and he who disturbs the crypt of the Sahu will dwell in the shadow of Death thereafter."

Kvasir of Midgarth
The Dark Undead

Sahu are embalmed corpses reanimated by powerful necromancers. In appearance, they resemble ordinary mummies; mouldering bodies, preserved by strips of cloth soaked in embalming fluids and wrapped around the body. Preservation is generally better in the sahu than in normal mummies, but they are still repulsive and horrible to behold.

Sahu are created by necromancers, who animate the mummies for a specific purpose. They may, for example, be set the task of stalking a vast crypt to prevent the entrance of tomb robbers, or they may be unleashed to avenge a death or accomplish some similar goal. Most often, though, sahu are bound to some particular artifact of great value. They may remain entombed, 'sleeping,' for millenia, only to be 'awakened' by the theft of the item. When this happens, the sahu continues to be drawn inexorably to the artifact, and will seek to retrieve it and exact vengeance on the thieves.

Sahu are immensely strong, and prefer to make use of their brute strength when attacking. Like zombies, they generally seek to throttle their victims. Being slow-moving, sahu seem to be rather easy to dodge, but this is not always the case. The gaze of the sahu can cause any individual who looks into its eyes to be frozen with fear. The effect evidently lasts but a few moments, small consolation to a victim caught in the iron grasp of one of these undead monsters.

Sahu are completely immune to all attacks by natural or ordinary weapons. Even magical weapons do only half normal damage against these beings, though certain spells are still effective. Fire is the one weakness of the sahu, and attacks making use of this element in any form can do great damage to them.

As many sahu are also carriers of ancient, virulent diseases, wounds inflicted by a sahu are likely to become infected and take much longer to heal than would normally be the case. Many of these afflictions are of cursed origin, and can only be remedied by the use of magic.

Sahu are possessed of great intelligence, and so are dangerous opponents. Unlike many of the lesser forms of Undead, they will not attack mindlessly. They may lurk in the shadows for a long time, waiting until the best opportunity for attack presents itself. Though they prefer darkness, sahu are not inconvenienced by daylight. They are tireless and utterly without need of rest or sustenance. As a result, though they are slow-moving and sometimes clumsy, sahu can cover great distances in a single day.

Sahu who were spell casters in life will always retain their magical abilities when "resurrected" in undead form. Though rare in most places, certain ancient cultures are known to have embalmed their magicians, sorcerers, and necromancers in preparation for their life in "the next world." Needless to say, such sahu are most dangerous when once again restored to "life."

VAMPIRE

"Of all the corporeal Undead, the most feared are the vampires, the Princes of the Night. Their bloodlust knows no bounds, and they prey on the living to swell the ranks of their evil Undead. Against these Lords of Darkness, Man is safe only with the aid of a higher power, or the protection of those few defenses which Nature hath provided us."

Kvasir of Midgarth
The Dark Undead

Mightiest of the corporeal Undead is the vampire, a dangerous creature who survives by drinking the blood of living things. Without such sustenance, vampires age quickly, showing their true term of years, which may stretch into centuries. A steady diet of warm blood, however, will keep a vampire looking young and vigorous.

Vampires appear most human of all the Undead, showing none of the horrible corpse-like traits of zombies, ghouls, or barrow wights. They are generally pale in complexion, though they will often appear ruddy shortly after a meal. Vampires have sharp fangs, and cast no reflection in mirrors. Otherwise they may look like perfectly normal men, often charismatic or fascinating in appearance. When angered or hungry, they can appear much more bestial, as their true nature becomes apparent.

As desired, vampires can assume the form of a bat, wolf, or a gaseous mist. They can move freely about in any of these forms, though in mist form they cannot attack. Such metamorphoses are possible only at night. In daylight, vampires lack the shape-changing power, and are greatly impaired in strength. A relatively weak individual will crumble to dust if exposed to the direct light of the sun. More powerful vampires can stand the light of day, but only for short periods of time. All vampires spend the day in their coffins, which must be filled with an inch or two of soil from the creature's native land. Without such rest, a vampire will gradually grow weaker, finally ceasing to exist altogether.

Normal weapons have no effect on vampires, though silver and magic weapons are effective. The only sure way to destroy a vampire, however, is to drive a stake of wood through its heart, and leave it there, thus preventing regeneration. Garlic repels them, as do certain religious symbols. Other limitations on vampires include an inability to enter a human domicile without a direct invitation. This difficulty may be overcome by the vampire's gaze, which acts as a charm spell against their intended victims.

A vampire's bite drains not only the blood but the life energy of its victim. If slain by this method, the victim will often become a vampire as well. The most powerful vampires can control certain species of animals, such as bats, rats, or wolves.

PHANTOM

Phantoms are the least powerful of the non-corporeal undead, normally dwelling amongst the lower planes of the underworld. They appear as shadowy humanoids, often dressed in ghostly robes or other raiment.

Phantoms are truly insidious beings. Having no true form of their own, they are horribly jealous of living, corporeal creatures. They will attack most types of living creatures on sight, seeking to drain them of their very life's essence. Because they are insubstantial, phantoms must gain corporeal form before they can cause actual harm to any creature. To do this a phantom must "touch" (actually pass through some part of) its intended victim. A phantom's touch causes no pain and leaves no wound. It does, however, drain the victim of a fraction of his or her life force, and gives the phantom a semblance of corporeality. Once it has attained a degree of solidity, a phantom is able to attack by strangling or raking a victim with its claw-like nails.

Practitioners of black magic often employ phantoms as spies, assassins, and guards. Phantoms who have been summoned by a black magician automatically obtain corporeality from their summoner, and so do not need to attack in order to gain solid form (see the spell entitled "Phantom," in **THE ARCANUM**).

Phantoms cannot tolerate strong light, and see poorly in daylight. They are unaffected by fire, cold, lightning, poisons, control spells, or non-magical weaponry.

GHOST

"The Undead essence of one who lives no longer, bound to this Earth by the evil deeds of life, the ghost is a terrible presence, awful to behold. As the ghost has died by violence, so too does it seek violence in its non-life beyond the grave. Though it exists not on our plane, the ghost may be seen, and may manifest itself to claim a victim from the living."

Kvasir of Midgarth
The Dark Undead

Ghosts are spectral entities who are unable to find rest in death. Usually, they are those who died by violence, treachery, or injustice, or whose evil life has led to a restless lingering after death. They often appear as shrouded skeletons, noncorporeal and often almost transparent. In this noncorporeal state, ghosts can move through solid objects unhindered, but cannot touch, or be touched by, living things.

A ghost may, however, take on enough substance to interact with this world. Shifts from one form to another can take place quite rapidly, making it possible for the ghost to avoid most forms of attack. Magical weapons and those made of silver, however, can interact with the noncorporeal form, and thus cause damage to these beings. Only such weaponry, or the magic connected with an Exorcism, can affect these undead beings.

Ghosts generally have a specific haunt, usually the place where they died. They cannot leave their haunts for more than a short time, and cannot under any circumstances cross running water. Religious symbols and certain spells can hold them, but other types of magic rarely have any effect.

A ghost attacks by touch, seeking to absorb the life essence of its intended victim. A ghost may also curse any living being, but only if it learns the victim's name. Some ghosts prefer to haunt individuals, rather than places, especially if the individual was somehow involved in the ghost's death. In rare instances, ghosts have been known to haunt an individual's dreams, reappearing each night in order to deny the victim a chance to rest.

SPIRIT

"Know them by their signs, the Undead Spirits who haunt our world; the Banshee, harbinger of Death and Doom...the Revenant, restless walker of the Nighttime hours...the Malign Spirits who thirst for the bodies they no longer have...These are the creatures of the Night who trouble our sleep and bring terror to our dreams."

Kvasir of Midgarth
The Dark Undead

Spirits are similar to Ghosts, but are more powerful, and may take different forms. They are ethereal in nature, but can adopt the semblance of humanoid beings at will. Their shapes are almost transparent and completely noncorporeal, though, like ghosts, they can manifest themselves enough to interact with the living.

Spirits are corporeally less substantial than ghosts, for they are more firmly bound to the spirit world, and hence less capable of exerting physical power in our own plane. There are three distinct types of spirits, all similar in overall appearance and nature, but different in their purposes and their powers.

The **Banshee** is usually a female spirit bound to a particular place, generally an ancestral home or dwelling. Banshees rarely become visible on the prime material planes, but can be distinguished by the sounds they make in the night. They are best known for being able to foretell the death of members of their families. The night before a family member is to die, the wailing of the banshee forewarns the family of the impending tragedy. Employed against living beings, the horrible wail of the banshee can cause insanity.

Revenants are spirit forms who, having suffered some injustice in life, refuse to move on to the next world. The revenant is doomed to walk the Earth between nightfall and daybreak, searching for an instrument of revenge. A revenant has the power to lay a curse or "geas" on an individual, one which requires the person to carry out the required act of vengeance. Failure to do so leads to a prolonged haunting by the spirit, until the victim goes mad from the strain or carries out the action sought. Once the revenant has been avenged, it will be free to move on to its final resting place in the spirit realm.

Malign Spirits are totally evil entities. There are two forms: The poltergeist makes its presence known by acts of wanton violence and destruction, throwing small items and causing other damage to property or to people. The other, stronger form of the malign spirit attempts to possess the body of a living person so that it may live again.

Spirits do not generally engage in physical combat. A poltergeist may throw things that can cause incidental damage, but its actions are most often random in nature. However, a spirit may attack by touching a victim and absorbing part of its life essence. Individuals slain by this method may themselves become spirits, there being a 50% chance that this will occur. Only silver or magical weapons have any effect against spirits; other weapons cause no damage at all.

WRAITH

"Wraiths are a shadowy essence of terror bound to the will of a necromancer and condemned to an eternal noncorporeal existence of Darkness. Sunlight they like not, for they lust after death and darkness. They are a powerful force, much to be feared by even the strongest of men."

Kvasir of Midgarth
The Dark Undead

Wraiths are a noncorporeal form of Undead created by the arts of Necromancy. The method of creating a wraith involves placing a living being under powerful spells of domination, so strong that the spirit of the being cannot pass on after death. Instead, this essence of life remains bound to the will of the necromancer, or to some artifact in which the spell caster has imbued a spell of control. The result is a wraith, a noncorporeal, shadowy creature of the darkness.

Wraiths are formless beings who may adopt humanoid shape only if outfitted in some type of clothing. They are generally found wrapped in dark, hooded cloaks, flowing robes, boots and gloves. Within the hood, nothing can be seen save for two glowing red eyes, hidden in shadow. From time to time, wraiths may appear in armor, more for effect than for any real usefulness. They are not really capable of fighting living things without weapons, for they are not as capable of manifesting themselves as ghosts or other noncorporeal undead.

Wraiths cannot function as effectively in daylight, and are at their weakest under the direct rays of the noonday sun. Light does not actually damage them, but they dislike it and venture forth under the sun only when absolutely required to do so. Darkness is their true element, and at night they grow in power and might.

The attack of a wraith, with any touch or blow of a weapon, causes energy drain, in addition to the normal damage done. They cannot be affected by ordinary weapons of any kind, and, though magic may be used to banish them, it cannot injure them. Weapons forged of silver cause half the usual damage against wraiths, while magical weaponry causes full damage.

Perhaps the most fearsome power which wraiths possess is the ability to see the normally undetectable auras which emanate from all living creatures to some degree. So highly developed is this ability that wraiths can determine any individual's or creature's alignment and relative level of ability by the infinitesimal traces of life energy left by their passing. Wraiths can even track living creatures via the use of this power, though certain magics may be used to thwart such attempts.

NIGHTMARE

"Steed of the Great Undead, the Nightmare is an evil mockery of a horse, noncorporeal but capable of Earthly manifestation. Black as night, and burning with the fire of the Pit, the Nightmare is a messenger of death, and a servant of Darkness to be reckoned with."

Kvasir of Midgarth
The Dark Undead

Nightmares are spectral steeds, capable of taking on an Earthly form, but essentially not of our plane. They resemble coal-black horse, gaunt and almost skeletal, with fanged jaws and eyes like glowing embers. They are frighteningly swift, and capable of wingless flight.

The Nightmare's origins are obscure and uncertain. They are usually referred to as "Demon Steeds" or "The Horses of Hell," and it could well be that they originate in the Nether Regions. Nightmares serve as steeds for wraiths, spectres, powerful necromancers, and vampire lords, and are rarely encountered without an owner of great, evil power. The nightmare can attack with teeth or hooves, and is far more intelligent than any beast. It cannot be harmed by ordinary weapons, but magic, silver, and magical weapons are said to be effective against these creatures.

Nightmares hate everything that lives, and can smell out a living being over a distance of a mile or more. They are superb trackers, and are absolutely tireless in the chase. No one knows how a nightmare gains sustenance. The most common theory is that it somehow is supported by the energy of the Pit itself, and has no need to seek other nourishment.

Nightmares dislike the light of the sun and moon, and are at their most powerful in the blackest night. In sunlight, their abilities diminish by half. All are capable of assuming the guise of normal horses for periods of up to twelve hours. Mirrors and other reflective surfaces will clearly reveal the true nature of any nightmare, however, and certain magics may also be employed to this end.

SPECTRE

"Mightiest of the Dark Undead is the evil Spectre, shadowy in his robes of black, Lord of the Undead and Prince of the Night. The coming of one of these shadows of Darkness is the end of Life, for the Spectre will claim his own."

Kvasir of Midgarth
The Dark Undead

In form and appearance, the spectre is very similar to a wraith, and indeed the mightiest of wraith-kind are themselves spectres of great power and majesty. But where wraiths are created by the power of necromancy, most true spectres are Undead so indomitable and strong-willed in life as to have refused the ways of Death and remained, noncorporeal, to walk the world of Men.

Spectres are shadow forms, without substance or shape beyond what is imparted by the robes they inhabit. They carry weapons, generally scythes or long, strangely carved staves. No features can be discerned in the shadows of their cowled cloaks.

Spectres are so powerful that they radiate a terrifying aura of fear over a radius of ten feet. Living beings who fail to resist a spectre's aura will be unable to enter this area to attack for any other reason. Like wraiths, spectres can drain a living creature's life energies by touch, or by striking them with a weapon. Only magic weapons forged against spectres or wraiths can harm these creatures in the usual way. Ordinary weapons cause no damage whatsoever, while weapons forged of silver cause only half their usual damage. Magic has little effect against a spectre, though these beings can be held, turned, or even banished by a sufficiently powerful and determined spell caster.

Unfortunately, all spectres are themselves spell casters. Some are powerful necromancers, whose knowledge has enabled them to extend their power to this supreme triumph over death, though at the cost of their mortal bodies. Spectres are solitary Undead, hating the light and despising the living. In darkness, they roam freely, sometimes on foot, sometimes mounted on a nightmare. They dislike silver and running water, but can conquer those aversions if the need is strong enough. The same is true of holy symbols of all sorts, which spectres of the weaker sort cannot bear looking upon.

Because of their power and majesty, spectres are sometimes found in command of wraiths and other noncorporeal Undead. Though they have an undying hatred for all living things, few spectres take any interest in the world of mortals. Some, however, continue to possess the same motivations and desires as they did in life.

AFITI

Afiti are human spell casters who, having been slain by ghouls, are themselves turned into horrible, undead creatures. While Afiti have the same basic attributes as ghouls, their level of ability is the same as it was in life. Once a spell caster has been turned into an Afiti, however, he or she may never again advance in level of ability.

Afiti are horrifying in appearance, having cadaverous features and sunken eyes. Their skin has a deathly pallor, often appearing greyish in color. Like ghouls, their hands are clawed, and their teeth are long and very sharp. The transition from human to Afiti often renders these creatures insane, and drives them to seek fresh corpses upon which to feed.

It is only through such grisly feeding that Afiti can retain their undead "lives." If deprived of food for more than thirteen weeks, an Afiti will cease to exist, crumbling to dust. Feeding on humanoid corpses allows an Afiti to restore its strength. Once restored to its normal capabilities, an Afiti may even surpass its original power by further feeding.

Due to their horrid feeding habits, Afiti are feared and despised by living creatures of all kinds. All but the most vicious animals will recoil at the scent of an Afiti, and humanoids of all races are likely to experience an inexplicable feeling of dread when in the presence of these creatures.

HAG

"Those who serve the Dark Ones are given many gifts, the better to work their evil in the world. Those known as Hags are strong in magic, for they hath been given a span of years far beyond that of ordinary mortals in their compacts with the Powers Below. Their long life gives them time to learn many spells, but it is life without youth or beauty, and they grow to hate the world they have abandoned."

Aeetes of Colchis
The Hidden Powers

Hags are witches who have entered into an agreement with a greater devil. The devil grants the woman long life, generally without any corresponding extension of youth or beauty, and gives her instruction and aid in the arcane fields of black magic and other forms of spell casting. In exchange, the hag agrees to serve her new master while she remains on Earth.

The magic learned by a hag is mostly within the realm of the Black Arts, though a variety of other spells, charms, and enchantments may be taught to her as well. Most of these are not particularly powerful, but are strong enough to give the hag considerable influence over ordinary mortals. Many of a hag's spells will be curses, such as the ability to inflict crippling diseases or handicaps, to wither fields or damage livestock, and so forth.

Hags are also adept at creating various forms of potions or philtres. Some sell their wares to common folk, love potions usually being their major stock in trade. A hag's motivation is generally to instigate mischief and strife, and to cause a disruption among ordinary folk. Even when a hag seems to be offering help, it is usually for her own evil ends. Their willingness to dispense cures almost always depends upon the execution of some favor or deed by the individual requesting the hag's aid.

In appearance, a hag appears much as a very old woman, bent and stooped with age. Hags are ugly, but retain surprising strength and spryness, considering their age and apparent condition. All hags are given a familiar by their masters, often a diabolical spirit which assumes the guise of a cat, but which can take on other forms as well. The familiar advises the witch in magic, conveys messages to her master, and roams the countryside, acting as a spy.

Hags are often pictured as being able to fly on enchanted broomsticks, but this is actually an ability possessed only by individuals with great magic power and experience. Simple folk fear to cross them, and even local officials and magistrates are often afraid to deal with these vile individuals. In combat, a hag's long, talon-like nails can inflict tearing wounds, but most prefer to use magic whenever possible. They rarely carry arms of any kind, though some may keep knives or daggers concealed on their persons.

YATU

Yatu are mummified spellcasters who, through some evil magic, have returned to life as undead creatures. Like Afiti and Upir, Yatu retain their spell casting powers and level of ability, but may never again advance in level.

Though preserved to some extent by the process of mummification, Yatu are hideous to behold. Their eyes glow with an eerie radiance, and their bodies are withered, and often bent with age. Like mummies, a Yatu's skin is horribly wrinkled and yellowish in color. Despite their shriveled forms, however, Yatu possess inhuman strength and vitality, and require neither food nor sleep in order to maintain their undead life essences.

The ancient and sinister process by which Yatu are created is currently unknown, this information having been lost in the Cataclysm which followed the First Age of Atlantis. The process undoubtedly involves some sort of necromantic ritual, possibly entailing the use of certain arcane alchemical formulae as well. Scholars well-versed in ancient Atlantean lore theorize that some sort of grisly human sacrifice may have been an integral part of the ritual. Still, lacking more concrete information, such theories must be considered speculative, to say the least.

Like the more powerful forms of undead, the touch of a Yatu drains life energies from its victims. Unlike other undead creatures, however, Yatu may increase their own power by robbing victims of their energies. Because of their spell casting and energy draining abilities, they are generally considered to be the most dangerous of all undead creatures.

UPIR

Upir are human spellcasters who have been slain by a vampire, and so have themselves become vampires. They have all the attributes and weaknesses of such undead creatures, but are able to retain the same level of ability as they had in life. Upir, however, are not able to increase in power as Yatu can.

Upir resemble normal humans, though they may be somewhat pale and ashen in appearance. Like vampires, they show no reflection in a mirror, and cannot tolerate the light of day. They are likewise repelled by holy symbols, and are unable to enter churches, temples, or areas of sacred or religious significance.

Because Upir are able to retain their spell casting abilities, they are extremely dangerous antagonists. For all their power, however, Upir must feed on the blood of living humans in order to maintain their unholy life essences. To do so requires Upir to feed on at least one human victim per week. If unable to feed, an Upir will weaken, and after four weeks, crumble to dust.

Like vampires, Upir cannot control the urge to feed if they are hungry, and must kill, regardless of the consequences. They are often forced to travel in order to avoid detection, and are sometimes hunted down by priests, witch hunters, paladins, or irate mobs of townsfolk.

DEMONS

"Mephistopheles, Abadon, Typhon, Baelzebub... throughout the ages, the accursed ruler of demon-kind has known many names. The demonic hordes of the abyss are his to command, and tyranny, death and despair are his weapons. Such is the demon lord's hatred for all things that he would destroy even his own dark realm in order to bring down the rest of creation. Only the power of good stands between the demons and their ultimate goals: chaos, and the end of all that is..."

The Pandaemonium

LARVAE

Larvae are minor demons created from the souls of evil humanoids who have been sentenced to the Nether Realms in payment for their sins. They exist in countless numbers on the lower planes, and are preyed upon and tormented by the rest of demonkind.

Larvae are repulsive to behold, having soft, worm-like bodies and humanoid features. Their faces are said to be identical to their earthly countenances, though they always appear contorted, as if screaming in pain or fear. They have yellowish skin, usually mottled with splotches of red or brown. Like maggots, their bodies are translucent, and the internal organs are partially visible beneath the skin. The very sight of these creatures is often enough to turn the stomach of any human or humanoid being.

Of all the minor demons, larvae are the least powerful. They are practically mindless, and will attack anything that moves except more powerful demons, whom they fear. The bite of a larvae is dangerous primarily because these creatures are carriers of a variety of loathesome diseases.

Larvae are always encountered in hordes that range in number from ten to two hundred or more. They are scavengers, subsisting upon the bodies of slain demons or other creatures who have found their way into the Nether Realms. Although they are slow-moving, larvae will sometimes pursue living creatures who trespass into their realms.

GREMLINS

Gremlins are the smallest of the minor demons, rarely exceeding six inches in height. Most are greenish in color, and have irridescent, butterfly-like wings. Their tails and heads are often covered with rows of tiny spikes, colored blue, yellow or black.

Gremlins have a number of unusual abilities, not the least of which is an innate talent for E.S.P. They also can become invisible at will, and are adept at spying and eavesdropping. Like imps, they are able to detect magical emanations, but can only do so by touch.

Gremlins have virtually no natural weaponry, their bite and claws having little more effect than those of a small rodent. To compensate for this deficiency, gremlins are incredibly quick and elusive. They are almost impossible to hit while airborne, and are easily the most maneuverable of the flying demons. Gremlins also use needle-sharp "spears" in combat, the tips of which are coated with a resinous venom. Only gremlins know the secret of making this peculiar toxin, which causes victims to fall into a comatose sleep lasting up to ten minutes.

Like certain other demons, gremlins are adept at spotting magical gates and dimensional portals. A surprising number of these minor demons use this ability to gain access to the prime material plane, where they may wreak havoc on all sorts of creatures and beings. They may be summoned by spell casters, and are said to make useful familiars.

MANES

Manes are insidious creatures, and are easily the most evil and conniving of the minor demons. Though they seldom exceed three feet in height, they are vicious in the extreme, and–for demons–are considered quite fearless.

Manes are sinister in appearance, having deep-set, glowing eyes, pointed ears, and beetled brows. Their bodies are covered with coarse, greyish fur, and their hands and feet are clawed. Most have a crest of darker hair running from the forehead back down the base of the skull and along the demon's back.

On their home plane, manes are sometimes employed much in the manner of bloodhounds. They have a keen sense of smell, which is of some use in tracking prey. Their small size notwithstanding, manes are tough and durable. Extremes of heat and cold have no effect upon them, and they are immune to electrical energy and magical control spells.

As manes possess the ability to communicate with undead, they are much favored as familiars by certain necromancers. All but the most evil of spell casters will have difficulty controlling a manes familiar, as these creatures are not happy unless engaged in some vile pursuit. Manes are also able to use their keen sense of smell to detect magical emanations by scent, at ranges of up to ten feet.

COMMON LESSER DEMON

The common variety of lesser demons tend to resemble a repulsive mixture of humanoid and goat. While appearances vary from individual to individual, these creatures are consistently mean and untrustworthy. Unless forced to swear a solemn oath, they will always lie and attempt to mislead those who summon them.

In melee these lesser demons prefer to use slashing and mauling weapons such as sickles, spiked clubs and battle axes. Though not particularly agile, they are quite strong, and enjoy slaughtering weak, wounded, or helpless foes.

On their home plane, the common variety of lesser demons is quite numerous. Great armies of these creatures are often employed against the minions of lesser devils from Hades, in fierce battles which may last for months on end. Though common lesser demons are capable of great ferocity, they are neither brave nor disciplined, and units of these creatures are considered most unreliable in battle.

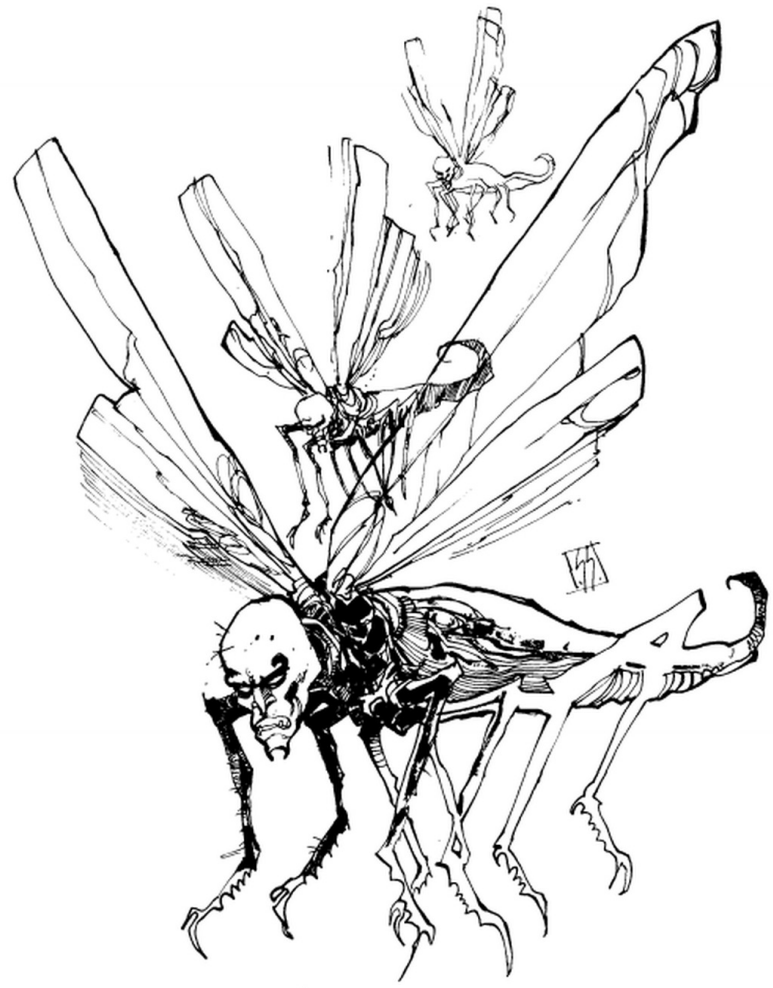
When summoned, common lesser demons require an offering of a small animal or a minimum two hundred gold pieces. Once a pact has been sealed, the demon will obey any single command, though complicated orders may be a bit much for their slow minds to grasp.

FIEND

Fiends are lesser demons of hideous aspect and wretched temperament. Even amongst demons, these creatures are shunned, and no other demon type will tolerate their foul presence amongst their number. Though physically amongst the weakest of demons, fiends are extremely cunning and possess the uncanny ability to "blend" into even partially-darkened surroundings. So acutely developed is this ability that fiends surprise normally-sighted victims 90% of the time, and may even surprise creatures possessing night vision.

Fiends also have an unusual propensity for spotting magical "gates" and inter-planar rifts, with the result that they are not as uncommon on the prime material plane as some would believe. In fact, the legends of bogey-men may well have originated from sightings of fiends who have made their way through a gate or rift and taken residence in a cave, woods or deserted hovel.

Like the common variety of lesser demon, fiends require an offering of a small animal or a minimum of two hundred gold pieces. They may be commanded to perform any single task, but are adept at little save spying and other covert activities.



DEMON LOCUST

Demon locusts are the largest and most powerful of the lesser demons. On their home plane these creatures primarily serve as aerial support for the demonic hordes who wage incessant battle against the diabolical legions of devilkind. In small numbers they are sometimes sent forth to destroy individuals and creatures who inadvertently or deliberately make their way into the Nether Realms.

Demon locusts resemble giant, winged insects with horrible, human-like visages. Their bodies are covered by a hard, chitenous shell which ranges in color from dull yellow to green. Each of their six legs is covered with rows of sharp spines and barbs.

In combat, demon locusts are extremely fierce antagonists. Their clawed forelegs are capable of tearing through leather armor with ease. The bite of a demon locust is highly toxic, and exudes an acid-like venom. Demon locusts are powerful flyers, and can carry off human-sized prey without difficulty. When airborne, their membranous wings make a particularly horrid buzzing sound which can be heard up to a distance of one thousand feet. They prefer to attack while hovering, but will land in order to devour slain or fallen opponents.

Because demon locusts are only minimally intelligent, they will accept offerings of small animals or vermin, which they will consume at once. If a pact can be made, the demon will consent to perform any single service, as long as the task is exceedingly uncomplicated in nature.

WINGED DEMON

Winged demons are the swift and terrible messengers of the seven arch-demons. Though technically lower in rank than the greater demons, winged demons recognize no masters save Mephistopheles and the particular Arch Demon whom they are entrusted to serve. They are strong flyers and can teleport or dimension travel once per day. As such, winged demons may be encountered on any plane of existence. They are occasionally mistaken for djinn by less than expert observers and novice spell casters.

When summoning a winged demon, the spell caster should know exactly what service he or she will require of the creature, for winged demons are both proud and impatient. If the summoner seems the slightest bit confused or indecisive, the winged demon will mock him or her and possibly even return to its home plane. Despite their great strength and imposing stature, winged demons cannot be made to do battle for their summoner. They can, however, be made to transport the summoner (and up to six others) anywhere desired, return lost or stolen articles, or deliver any message, article or person(s) to any location. An offering of at least one thousand gold pieces worth of gems is required in order to seal the pact; if less than the minimum is offered, the winged demon will either depart in disgust or snatch up the summoner and deposit him or her in some hostile or remote area. Note that a circle of protection will not stop the demon from attacking the spell caster in this case.

A winged demon may also be commanded to kidnap or apprehend any single creature or being, however, such a command entails a certain degree of risk. By employing their abilities of teleportation or dimensional travel, winged demons are usually able to surprise their prey. If they encounter armed resistance, or are unable to gain the advantage of surprise, they will abort their mission. Should such an instance occur, the winged demon will return to the summoner in a rage, and place a powerful curse on the spell caster before departing to its home plane. If forced to protect itself, a winged demon will not hesitate to fight.

COMMON GREATER DEMON

The common types of greater demons are typically large, muscular, and quite hideous in appearance. On their home planes they are most often found in the service of an Arch Demon, being used to keep other, weaker demons in line. Unlike Empusa and Kalkydri, the common greater demons do not have any more than the usual demonic resentment of authority, and enjoy bullying and punishing their weaker charges.

In melee, these demons rely on their great size and strength and will seldom use weapons of any kind, preferring instead to use their sharp fangs, claws and horns. They have no fear of death, for they know if killed in combat on any plane other than their home plane, they may be rewarded by being "reincarnated" as an Empusa or Kalkydri.

If summoned, a greater demon will require an offering of a living human, humanoid or demi-human to be used for food. They may accept a generous (10,000+ gold pieces) offering instead, if it is presented to them without any attempts at bargaining. If a successful pact is made, a greater demon will perform any single service for its summoner provided it does not have to travel more than one mile. Alternatively, a greater demon may be commanded to grant a wish of limited power.

INCUBUS/SUCCUBUS

An Incubus (or Succubus) is the product of the unholy mating of an Arch-Demon and a human spell caster. Though smaller in size than other greater demons, Incubi and Succubi are just as powerful, and in some ways even more dangerous, due to their magical abilities and terrible cunning. On their home planes they are the advisors and consorts of the seven Arch-Demons, and are often sent into the prime material plane to gather information or perform various sinister tasks. Because an Incubus or Succubus can shape-change into human form at will, these demons are particularly well-suited for such covert activities.

Incubi and Succubi also have the magical ability to charm individuals with their piercing gaze. Humans are particularly susceptible to this form of attack, especially if they are of the opposite sex of the demon employing this ability. Incubi and Succubi themselves are immune to this talent, as they are to control spells of any type.

Though an Incubus or Succubus can remain in human form indefinitely, these beings will revert to their true demonic forms if angered or attacked in any way. They will recoil at the sight of any holy symbol. Further, these creatures are unable to enter temples and churches or to tread upon any consecrated ground.

If summoned, an Incubus or Succubus will require an offering of a living human of the opposite sex, to be taken back with the demon to its home plane upon completion of the required service. Like all greater demons, Incubi and Succubi may be commanded to grant a wish of limited power, or perform any single service for the summoner, so long as a successful pact is made. If the demon is not given a suitable offering, it will attempt to seduce and/or kidnap one of the summoner's closest friends or relatives and take the victim back to its home plane.

In melee, an Incubus or Succubus will seek to strangle opponents with its powerful hands. Like vampires, both Incubi and Succubi drink the blood of their victims.

KALKYDRI

The twelve-winged Kalkydri are an extremely violent race of demons, and the fastest flyers in all the planes of existence. Like winged demons they are capable of teleportation or dimensional travel. But, unlike winged demons, Kalkydri are seldomly used as messengers, being better qualified for assassinations and abductions. Because of their terrifying speed, Kalkydri always attack first in any melee, and are usually able to gain the advantage of surprise. Their razor-sharp claws can easily cut through any type of leather armor and their bite exudes a paralytic venom.

Like Empusa, summoned Kalkydri require an offering of a living human. Kalkydri will accept no substitute for such an offering, the only alternative being to gain the demon's service by force. Once a pact has been sealed, a Kalkydri may be commanded to grant a wish of limited power or to slay any single creature. Unlike winged demons, Kalkydri will fight if commanded to abduct a victim, though they will not allow themselves to be killed for such a cause.

EMPUSA

Empusa are powerful demons of terrifying aspect and wretched temperament. On their home plane they often wreak havoc amongst the hordes of lesser and minor demons, tearing and rending those who refuse to obey their commands. Though they dislike taking orders themselves, Empusa are occasionally forced into service by an Arch Demon, in which case, they will usually be employed as guards. Because Empusa cannot be surprised, they are physically (if not temperamentally) well suited for such work, and are mercilessly efficient.

In combat, an Empusa will usually attack with its powerful claws first, occasionally kicking or trampling opponents with their sharp hooves, which are made of brass. If hard-pressed they will focus their magical gaze upon the attackers, causing all within sight of the Empusa to be turned to stone. Empusa have bat-like wings, but are poor flyers, being slow and not particularly maneuverable in the air.

If summoned, an Empusa will require an offering of a living human. Such a victim must be bound and helpless, so that the Empusa may devour it without a fight. Summoners who, because of alignment or personal beliefs, refuse to make such an offering had better be prepared to make an Empusa a very lucrative offer, or to force the demon into service. Once a pact has been sealed (one way or the other) an Empusa may be ordered to perform any single task for the summoner, or grant a wish of limited power. If ordered to stand guard over some edifice or object, an Empusa must remain at its post until the first time it actually attacks or repulses an intruder, after which it will have fulfilled the requirements of the pact and may return to its home plane. If an Empusa has been commanded to guard an underground labyrinth or some other isolated area, it may be forced to remain for eons if the guarded area suffers no intrusions.

CACODAEMON

Cacodaemons are the most powerful of the greater demons, and the most fearsome. They are horrible to behold, standing over nine feet tall and having thick, leathery wings, ram-like horns, and long, serpentine tails. Their muscular torsos are covered with rows of scales, which gleam with an otherworldly irridescence.

On their home plane, Cacodaemons are considered minor demon lords. Each commands an army of captured slaves and lesser demons, presiding over its own region of one of the lower planes. Most dwell in crude fortresses built of blasted stone and volcanic rock. The most powerful of these creatures will have several greater demons under their command. The weakest may themselves be subject to the rulership of another, more powerful Cacodaemon. Regardless of their power or position, each Cacodaemon is bound by fear to serve one of the seven Arch Demons. As such, battles between the followers of one Arch Demon and those of another are commonplace.

All Cacodaemons are capable of casting spells, though level of ability varies from one individual to the next. In melee, Cacodaemons will generally use their magics only as needed, most preferring to engage in physical combat whenever possible. They will employ magical weaponry when it is available, but may also attack with their powerful tails, which Cacodaemons use to batter or constrict their opponents. Their scaly hides offer them protection equivalent to magical plate mail.

If summoned, a Cacodaemon will require an offering of at least one slave, preferably human. If the summoner is a necromancer or black magician, a Cacodaemon may instead accept an offering of a powerful magical weapon or artifact. Once a pact has been sealed, the Cacodaemon may be commanded to carry off any individual into the depths of the Nether Realms. If the Cacodaemon must also capture the individual beforehand, it will require an offering of twice the usual amount. It should be noted that a Cacodaemon will not personally take part in the capture of the individual who is to be transported, but will gate in one to four lesser demons for this purpose. Any individual taken by a Cacodaemon will be imprisoned in the demon's fortress and kept there forever. Alternately, a Cacodaemon may be commanded to take an individual or item for safe keeping. This requires an offering of one slave upon arranging the pact, and another when the individual or item is to be returned to the summoner.

NETHER DEMON

Nether Demons are the lords and rulers of the lesser undead realms. Though subject to the commands of Mephistopheles and the Arch Demons, each Nether Demon rules his own "kingdom" of undead creatures. Because they are confined to the abysmal planes of the undead, Nether Demons despise all living creatures and covet them as slaves and objects of torture and humiliation. Terrible battles are often fought between the undead armies of one Nether Demon and the hosts of a rival Nether Demon, with the victor claiming the human (or demi-human) slaves of the losing side.

Nether Demons often employ greater demons as bodyguards and aids. They will occasionally employ Cacodaemons as sub-commanders, sending their armies against the forces of rival Nether Demons. Once such campaigns have begun only the intervention of an Arch Demon (or Mephistopheles himself) will normally suffice to end the carnage.

In melee, a Nether Demon will typically use its magics to defend itself, or gate in up to a dozen undead to fight for it instead. If hard-pressed, Nether Demons will use their long talons to rake opponents. A successful strike from a Nether Demon's claws will tear through any type of non-magical armor as though it didn't exist, and will usually knock human-sized opponents to the ground. At very close range, a Nether Demon may attempt to bite an opponent with its poisonous fangs. These fangs exude a venom which can sap the will of victims injected with it, making them slaves to the Nether Demon's commands.

If summoned, a Nether Demon will require an offering of no less than two humans or demi-humans to be used as slaves. Such "offerings" must be bound or otherwise helpless and in good health, or the Nether Demon will consider the pact broken and attempt to enslave the summoner by force. If a pact is made, the Nether Demon may be commanded to perform any single task, or gate in up to ten skeletons, zombies or ghouls. Such undead are considered the property of the summoner, to do with as he or she pleases. Because Nether Demons are the rulers of the undead realms, undead creatures fear them and will obey their commands without hesitation. All Nether Demons have the spell-casting abilities of a fourteenth level necromancer.

ASTORATH
SHAX
THAMUZ
BAAL
AAMAN
NERGAL
MOLOCH

ARCH DEMONS

There are seven Arch Demons who both rule the countless hordes of lesser and greater demons and are in turn subject to the rule of their merciless lord and master, Mephistopheles. Each one will appear when summoned by the names given to them by the ancient races who first knew and feared them. Their true names are known to none save Mephistopheles, and are said to be nearly impossible for humans to pronounce or retain in memory.

The only type of offering considered suitable by an Arch Demon is a one-third claim to the summoner's soul, payable upon the demise of the summoner. Only three such offerings can ever be made by any one character, and if one Arch Demon owns a two-thirds claim to the spellcaster's soul, no other Arch Demon may be summoned by the individual. As such dealings are permanent and unchangeable, few summoners will ever risk their souls in this manner. The only way to avoid this offering is to attempt to force the summoned Arch Demon into submission (a perilous endeavor at best) or swear to serve the demon for a period of at least ten years.

Aaman is the master of war, violence and physical force. On his home plane he is known as "The Destroyer," and is the personal bodyguard of Mephistopheles himself. He is proficient in the use of all weapons, and in combat his attacks always do the maximum possible damage. He emanates "hatred" in a twenty foot radius, and can cause those who enter this area to go berserk with rage, and physically attack any creature that Aaman desires. Those affected by Aaman's "aura" will be too enraged to make any distinction between friend or foe, protect themselves, or cast spells, and will fight until dead or unconscious. Aaman himself will always join in such attacks, slaying indiscriminately and reveling as the carnage mounts.

Aaman is completely immune to fear, and weapons of any sort will only do half their normal damage to him. In melee he will never take prisoners or spare a wounded foe's life. He is revered by warriors and fighters of evil alignment, for it is said that Aaman has never been defeated in battle.

If successfully summoned, Aaman will grant one wish or fight any single enemy of the summoner, so long as the opponent is within one mile of the summoning area. If a suitable offering is not made to Aaman, he will seek to slay the summoner in battle before returning to his own plane.

Astorath is the master of oppression. On his home plane he is known as "The Imprisoner," and in his darkened dungeons many of the enemies of Mephistopheles sit imprisoned forever in a place where time has no meaning. Astorath is a tireless tracker and he cannot be restrained by locks, chains, shackles or spells which entrap or entangle. Spells which affect time will not function if cast within one thousand feet of his presence. He emanates "hopelessness" in a twenty foot radius, and those who enter this area and are unable to resist his influence must immediately surrender themselves into captivity. Astorath bears a magical whip which he uses to ensnare and entangle his victims. Furthermore, Astorath may use his third eye to see into any plane for up to ten minutes per day, an ability which he uses to telling effect when tracking. This Arch Demon is occasionally revered by slavers, jailers and bounty hunters of evil alignment, for it is said that none has ever escaped Astorath or the timeless dungeons which he guards.

If successfully summoned, Astorath will grant one wish, free any individual held captive by an enemy of the summoner, or take any single creature or being, whom the summoner has already captured, back with him to be imprisoned on his own plane. If a suitable offering is not made to Astorath, he will attempt to capture the summoner and imprison him in the labyrinthine dungeons of the underworld. If the summoner escapes, there is a chance that Astorath will track him or her and make a second attempt to capture the offender.

Baal is the master of storms and the elemental forces of nature. He has the spell casting abilities of a warlock of the twenty-fourth level of ability, and can cast any "elemental" spell at will. He is often revered by practitioners of black witchcraft. Baal is capable of emanating extreme cold, heat or electrical energy at will in a twenty foot radius, any of which will do damage to unprotected creatures who enter the affected area. He is immune to all elemental attacks, and is one of the few Arch Demons capable of flight. Baal's touch alone will do damage (fire, cold, or electrical, at his choosing), if he so desires.

If successfully summoned, Baal will grant one wish, or create any single type of "natural" catastrophe (such as an earthquake, flood, hurricane, etc.) which can be made to affect up to a one mile radius area of the summoner's choice. If a suitable offering is not made to Baal, he will seek to slay the summoner with his elemental powers and return to his home plane.

Moloche is the master of arcane knowledge, dark secrets and curses. He has the spell casting powers of a necromancer of the twenty-fourth level of ability, and may cast any type of curse at will, up to a range of one mile. He emanates fear in a twenty foot radius, and those who enter this area and fail to resist his influence must flee in unreasoning terror. The terrible gaze of Moloche's single eye can slowly drain a victim of his or her intelligence, or reveal the weaknesses and fears of any mortal being. Moloche himself is immune to all gaze weapons, curses, or spells of death. He is often revered by evil priests, necromancers and black magicians, who occasionally consult with the Arch Demon for his knowledge of all curses and legends. Undead creatures of any kind must obey his commands or cease to exist, and living creatures whom Moloche so much as touches will die unless they are able to resist his dark power.

If successfully summoned, Moloche will grant one wish, or place a terrible curse on any individual the summoner desires, so long as the victim is within one mile of the summoning area. If a suitable offering is not made, Moloche will instead curse his summoner in the same fashion.

Nergal is the master of cruelty, pain and death. On his own plane, he often serves as torturer and executioner in the grisly dungeons of Astorath. He has the abilities of a twenty-fourth level assassin and is perhaps the most hated and feared of all the Arch Demons, for it is said that Mephistopheles cast out Nergal's eyes so that he might forever be blind to emotion or pity. Because of this, Nergal is totally immune to illusions of any sort, and gaze weapons cannot affect him.

Nergal emanates "pain" in a twenty foot radius and those who enter this area and fail to resist his influence will be unable to fight or cast spells due to the terrible agony. Nergal always carries a double-bladed axe and a scourge, both of which possess magical properties; the axe causes death, and the scourge causes such pain that victims must reveal the answer to any question which Nergal asks. Though he has no eyes, Nergal can "feel" the presence of any living creature so long as it is within one thousand feet of this Arch Demon. Nergal is revered by certain torturers and assassins who admire his cold, emotionless efficiency.

If successfully summoned, Nergal will grant one wish, execute any one prisoner of the summoner or torture and interrogate any captive already in the custody of the summoner. If a suitable offering is not made to Nergal, he will attempt to kill the summoner by the slowest and most cruel means at his disposal.

Shax is the master of illusions, dreams and magic. He has the spell casting abilities of a twenty-fourth level sorcerer, and can cast any spell of illusion at will. Though he has physical form on his own plane of existence, Shax will always appear as a spectral, shadowy mist when summoned to the material plane. It is said that Shax's true form is so unspeakably horrible that any who see it and fail to resist his influence

will go permanently insane. In melee, Shax will never use physical force, preferring instead to rely upon his sorcerous powers and ability to become ethereal at will.

Shax's spectral body emanates a magical force which causes all beings in a twenty foot radius of him to experience severe hallucinations. Those who fail to resist his influence will see only such things as Shax wills them to see for as long as they remain in the Arch Demon's presence. Many illusionists, magicians and sorcerors of evil alignment revere Shax for his mastery of illusion and knowledge of all spells.

If successfully summoned, Shax will grant one wish or teach any single spell to the summoner. If a suitable offering is not made, Shax will force the summoner to behold him in his true form, after which he will immediately return to his home plane.

Thamuz is the master of emotions and evil desires such as greed, lust and avarice. He can perform any thieving activity without fail, and as such, is often revered by evil rogues, thieves, and the like. Thamuz is capable of emanating greed, lust or any single emotion in a twenty foot radius. Any within range of this emanation will fall under his evil influence. It is said that Thamuz occasionally travels to the prime material plane with the explicit purpose of tempting good or neutrally-aligned individuals into performing acts of evil. In melee, Thamuz uses either a sword, garotte or sap, all of which possess magical properties.

If successfully summoned, Thamuz will grant one wish, so long as it is of basically evil intent. If the summoner asks for gold or treasure, he or she will be given one to ten times 100,000 gold pieces worth or gold, silver or gems. Note that such wealth as Thamuz bestows is always stolen wealth, and there is a twenty-five percent chance that it has been stolen from nearby sources, who will undoubtedly be searching for it. If a suitable offering is not made to Thamuz, he will attempt to knock out the summoner and steal all of his or her wealth and possessions.

MEPHISTOPHELES

For countless centuries, scholars and sages have argued over the abilities and limitations of the being known as Mephistopheles. That he possesses great power is a certainty, though it is equally certain that he fears the power of good. That he is hideous and gigantic may be true, although there are those who claim that Mephistopheles has more than once visited the prime material plane in the guise of a common housefly. Some have speculated that his power is to be measured by his supposed ability to grant or cast wishes at will. If true, this alone would make him a fearsome antagonist. Others say that the arch-fiend can cast any spell at will, that his very touch means death, and that he can assume the size and form of any creature imaginable. Regardless of what the scholars and sages choose to believe, it is undoubtedly true that none but the purest and noblest of men could ever hope to best the master of evil, and that only a fool would attempt such a feat without divine assistance.

DEVILS

"Since the time when Asmodeus and his followers were cast down from the heavens, the race of devils has ever been the bane of mankind. Into the nine hells of Hades they fell, never again to walk amongst the gods. But do not think that they hate men, with some consuming passion. They are not demons, who wish only to rend and tear at living flesh, no matter the cost. Nay, the devils cry out not for our demise, but only for the pleasure of our company, that we might also burn in their infernal paradise..."

The Pandiabolus

ALASTOR (Evil Genius)

Alastor are the most common of the minor devils, being found throughout the nine planes of Hades. On their home plane they often serve as advisors to the somewhat dull-witted hordes of gargoyles who guard the lower realms, and occasionally act as intermediaries between the various orders of devils. Their exceptional intelligence and cunning has led these imp-like creatures to be widely referred to as "evil geniuses," and they are highly sought after as familiars of the most excellent sort.

An Alastor may use any of the following spell-like powers once per day: shape-change into a large, black-haired dog, speak in tongues, and invisibility (duration is one hour for all these abilities). Alastor can also detect magic at ranges up to ten feet.

Though Alastor make superior familiars, spell casters of good alignment may occasionally be hard-pressed to keep them under control. Unless engaged in evil or at least malicious activities on a fairly regular basis, an Alastor will cleverly twist the meaning of any command which it does not find to its liking. Aside from this annoying trait, an Alastor may be employed for a number of useful purposes, such as delivering messages, spying, and performing minor thaumaturgical operations (such as stirring mixtures, fetching ingredients, etc.). In the latter case an Alastor can increase its master's chances of creating any thaumaturgic substance by perhaps as much as five percent. Once a month an Alastor may be commanded to reveal the given name of a single lesser or greater devil. This an Alastor will gladly do, in the hope of increasing its master's reliance upon the powers of Hades.

IMP

Imps are the most versatile of the minor devils, and as such make superior familiars. All are able to shape-change into any animal, the maximum size of which cannot exceed three feet in height or length, once per day. Imps may also become invisible at will.

Imps have tough, leathery hides and bat-like wings. Many have rows of tiny barbs or spikes running along the base of the spine and the sides of their arms and legs. Their heads are typically somewhat bulbous, with large, pointed ears and exaggerated facial fetures. In terms of natural armament, imps are fairly well-equipped. Their fangs and claws are quite sharp, and their pointed tails contain a relatively potent venom. Additionally, they may be taught to use swords which have been scaled down to their size, and are similar to a dagger in effect.

Imps are not swift flyers, but are most maneuverable in the air. They can detect magical emanations by sight, at a range of approximately twenty feet. Like certain of the minor demons, imps occasionally make their way into the prime material plane. Those who succeed in doing so may be found inhabiting wilderness regions, ruins, and other deserted areas.

GRIMALKIN

Grimalkin (or "Shadow Cats," as they are sometimes called) are the least common of the three types of minor devils, being found only infrequently on the uppermost planes of Hades. On their home plane they most often serve as companions and advisors to the Bat Horin, and have been known to accompany these lesser devils on their forays into the prime material plane.

Like Alastor, Grimalkin make excellent familiars. Because of their particular powers, however, Grimalkin are favored more by witches and warlocks than by wizards. These powers include the ability to detect magic by scent at ranges of up to ten feet, and the ability to follow tracks by scent. Once per day a Grimalkin can also shape-change into an old hag, speak in tongues, or speak with animals.

Unlike Alastor, Grimalkin will never cause trouble for their masters. These minor devils are quite content with the knowledge that their mere presence is proof that their masters have a certain inclination towards evil, regardless of their professed alignment. They are superior spies, being almost entirely undetectable while in darkness or shadows. Grimalkin will gladly reveal the given name of a single lesser or greater devil, but may do so only once per month.

GARGOYLE

Gargoyles are the most powerful of the lesser devils, and serve as the sentinels and guardians of the many gates and pathways which lead to Hades. A contingent of Gargoyles will usually number from two to twelve individuals, with a twenty-five percent chance that an Alastor will be amongst them, acting as an advisor. With or without an Alastor advisor, Gargoyles are superior sentinels, and are impossible to surprise. If an intruder is sighted by Gargoyle guards, they will sound alarms (usually large gongs) and investigate at once.

In melee, Gargoyles attack with their sharp talons, each of which can inflict a vicious wound. Space permitting, a Gargoyle will use its wings to hover above an opponent, thereby enabling the Gargoyle to employ both its clawed hands and feet. Though Gargoyles can easily carry twice their weight while airborne, they are fairly poor flyers, possessing little in the way of maneuverability and speed. For this reason Gargoyles will usually attempt to ram flying opponents and bring them to the ground.

In appearance, Gargoyles are quite hideous, most being covered with a variety of spines and barbs (hence the pseudonym, "Barbed Devil"), especially about the head, hands, feet, and back. This natural armament makes it practically impossible to grapple with or seize a Gargoyle without suffering numerous cuts and abrasions.

If summoned, a Gargoyle may be commanded to either stand guard or to protect; in the former case a Gargoyle cannot be made to serve for longer than one day. In the latter case, the duration of servitude is limited to one hour. It should be noted that a Gargoyle cannot be commanded to engage in pursuit, or to travel more than one hundred feet from the spot where it was invoked unless accompanied by the caster who summoned it.

BAT HORIN

Bat Horin are the foulest of the lesser devils, and are found throughout the realms of Hades. On their home plane the Bat Horin serve as spies and informants, keeping watch over the hordes of lesser and greater devils and reporting suspicious or subversive behavior to their masters, the greater devils. They are occasionally sent into the prime material plane by an arch-Devil either to gather information or to ensnare the spirits of recently slain humans. To accomplish the latter objective, these devils will often lurk in the shadows around graveyards, barrows and ruins.

In melee a Bat Horin will attack with its clawed hands, which together can do great damage. The wounds made by a Bat Horin's claws are almost certain to cause blood-poisoning, usually fatal if not cured within seven hours. If a Bat Horin's claw attack is successful, it will always attempt to bite its opponent.

In appearance, Bat Horin resemble nothing so much as solid shadows. Despite the fact that their eyes radiate an eerie crimson luminescence, Bat Horin are virtually undetectable in darkness or shadow. They cannot stand bright lights, which weaken them considerably.

Due to their extreme sensitivity to light, Bat Horin never venture forth in broad daylight, and tend to avoid well-lit areas. Whether encountered on the prime material plane or in Hades, there is a fifty percent chance that any Bat Horin will be accompanied by one or two Grimalkin.

If summoned by a spell caster, a Bat Horin may be commanded to spy upon any individual who dwells upon the prime material plane. So long as the Bat Horin is carefully instructed, it will do its best to acquire the desired information, and return as soon as possible. A Bat Horin cannot be invoked during the day, nor may its services be acquired for more than twenty-four hours. Bat Horin cannot be commanded to do battle, unless the adversary is a demon or a being from the outer planes.

ERINYES

Erinyes (or winged devils) are the swiftest of the lesser devils, and the most clever. They are adept at lying, and will often seek to baffle potential adversaries by speaking in strange tongues or twisting the meaning of what others say to them. Unlike Gargoyles, winged devils are reputed to have a sense of humor; naturally, of the darker sort.

On their home plane, Erinyes are often found in great numbers. Most will be employed in the service of a greater devil, where they act as messengers, couriers, and winged "cavalry." While they excel at the two former positions, winged devils have little love of combat. Whenever possible they will attempt to avoid direct confrontations, unless they are certain that a victory can be achieved without great risk to their own safety. As such, Erinyes prefer to ambush their prey, usually after having distracted or diverted their opponents' attentions in some way. Their favorite weapons are weighted or barbed nets (which they drop upon prey from above) and lightweight tridents (used to disarm or pin down foes).

If summoned by a spell caster, a winged devil may be commanded to deliver a message or item to any single location. They will not carry heavy or very cumbersome items, and will usually complain if given complex instructions of any sort. Erinyes cannot be commanded to do battle for the summoner, and any attempt to make a winged devil do so will allow the creature to return to its home plane. As Erinyes love to talk, they will gladly converse with any summoner, and will discuss matters pertaining to the lower planes in lieu of having to perform a more strenuous service. They may also be commanded to use their limited spell casting abilities, if desired.

JINN

Jinn are greater devils whose powers are derived from one of the four elemental forces: earth, air, fire, and water. Though some scholars claim that these infernal beings are more closely related to true elementals than devilkind, the Jinn's alliance to Asmodeus (ruler of the devil races) is certain and absolute.

There are four types of Jinn, each corresponding to one of the four elemental forces. All are proud and fierce, especially when brought to anger. When summoned, a Jinn of any type must either grant a wish of limited power or perform up to three services. If the summoner desires the services of the Jinn, he or she must somehow coerce the Jinn into a pact (see **THE ARCANUM** for details on sealing pacts with summoned creatures). Should the summoner succeed in sealing a pact, he or she may call upon the Jinn up to three times in the next twenty-four hours and demand a service. Though the duration of any single service may not exceed ten minutes, no reasonable command may be refused.

If the summoner merely desires to have the Jinn grant a wish of limited power, he or she need not coerce the Jinn into sealing a pact. The summoner should, however, ask the Jinn's name as a matter of protocol. If summoned at some future date and addressed by name, the Jinn will remember the summoner's good manners, and react accordingly. Conversely, summoners who coerce Jinn into performing the traditional three services will find the Jinn are likely to twist the meaning of any command as suits their whims.

The four types of Jinn are as follows:

Jann are brown-skinned devils of elemental earth. When summoned, Jann appear amidst a cloud of swirling dust. They know all spells relating to earth and stone. The best-known of the Jann are named Mentifil, Ordaphe, Idurah, Musar, Necas, Erami, and Andimo.

Genii are white-skinned devils of elemental air. When summoned, Genii appear amidst a swirling wind. They know all spells of wind and air, and can fly and become invisible at will. The best-known of the Genii are named Parahim, Apilki, Erkeya, Dalep, Capisi, Drisophi, Glisi, and Cargoste.

Efreeti are red-skinned devils of elemental fire. When summoned, Efreeti appear amidst a cloud of acrid smoke. They know all spells of fire, and are impervious to the effects of heat or flames. The best-known of the Efreeti are named Pyrhum, Aphtiph, Orudu, Itumo, Coroman, Tapheth, Oriman, and Amtophul.

Marid are green-skinned devils of elemental water. When summoned, Marid appear amidst a whirling cloud of misty vapor. They know all spells of water and ice, and are impervious to the effects of cold. The best-known of the Marid are named Amasol, Ardiphne, Isaphil, Amue, Aposto, Ermot, Amue, and Istiphul.

SHEDIM

The Shedim are the most powerful of the greater devils, and are found throughout the lowest planes of Hades. On their home plane, the Shedim serve as the personal bodyguards of Asmodeus, and as the dark lord's representatives in his dealings with the Arch Devils. On rare occasions, Asmodeus has been known to send one of the Shedim into the prime material plane to reward those faithful to his cause, or to eliminate those who oppose him. As a result of their infrequent appearances on the prime material plane, Shedim are revered as demi-gods by certain paganistic tribes and cults.

Shedim are fearless antagonists, and are utterly devoid of mercy. The terrifying strength which these devils possess is such that Shedim use no weapons in combat, preferring instead to batter and rend their opponents with their bare hands. A Shedim can easily lift a human-sized individual with one hand, or toss such opponents aside like rag dolls. If seeking to eliminate a single or particularly hated adversary, a Shedim will attempt to grab the intended victim and rend it limb from limb.

If summoned by a spell caster, a Shedim may be asked to serve as the individual's bodyguard and defender for up to one hour. If asked to perform any other type of service, the Shedim will turn on the caster at once.

ASURA (Pit Devil)

The Asura are the largest of the greater devils, and are found amongst the lowest of the planes of Hades. These giant creatures serve as the personal guards and servants of the arch devils, and as overseers in the slave pits and mines of Asmodeus (hence their name, "Pit Devils"). They are extremely cruel, and love to torment the wretched souls whose fate it is to work in these legendary hell-holes.

In melee, Asura attack with their terrible whips, which inflict grave damage and slowly drain victims of their will to resist. In lieu of a whip attack, an Asura may elect to rend an opponent with its claws, each of which is capable of inflicting terrible damage. An Asura can also use its tail as a weapon, causing constriction damage to any victim it ensnares.

A small percentage of Asura are winged, though they are inept flyers whose bat-like pinions can barely support their gargantuan frames. Consequently, an Asura cannot fly for more than one hundred feet without having to alight and propel itself back into the air. While an Asura can carry up to five hundred pounds while "flying" in this ungainly manner, its maneuverability under the best of conditions is practically nil.

If summoned, an Asura can be commanded to oversee a force of up to one hundred slave laborers for a period of up to one week. If commanded to perform any other type of service, the Asura will comply, but will serve for no longer than one hour before returning to its home plane.

NEPHILIM (Nether Devils)

The Nephilim are the swiftest of all devils, and are found throughout the upper and lower planes of Hades. On their home planes Nephilim serve as the messengers and emissaries of the Arch Devils, and occasionally of Asmodeus himself. Because it is their duty to carry out the edicts of their powerful masters, the appearance of one of the Nephilim on the prime material plane is considered such a harbinger of doom that some call them the "Angels of Death." While undoubtedly colorful, the title "Angel of Death" is somewhat inaccurate, for Nephilim are only occasionally used to carry out death sentences. More often, they are employed to deliver ultimatums, and for this purpose they are unexcelled. The mere presence of a Nephilim is so imposing that any individuals within a one hundred foot radius of the devil will experience a strong feeling of dread.

In melee, Nephilim use two-handed, magical great swords, which can cut through any non-magical armor with ease. Even without their swords, Nephilim are capable of using their natural weaponry and spell casting abilities to great effect. Nephilim are both swift and strong flyers, and can easily carry twice their weight while airborne. Despite their great size, these devils possess surprising maneuverability in the air. The Nephilim are on good terms with the races of Jinn, and will never engage in combat with these beings unless commanded by Asmodeus himself. Their hatred for Deva, guardians, and the Greater Demons known as Kalkydri is legendary, and Nephilim will attack these beings on sight.

If summoned by a spell caster, a Nephilim may be commanded to perform any service, or to grant a wish of limited power. As Nephilim resent having to perform menial tasks, it is usually best to employ them only in situations in which their powerful presence is warranted. In any case, a Nephilim's services can never be rendered for longer than one hour, after which it must return to its home plane.

CHANGELING

Changelings are the offspring of an Arch Devil and a human spell caster, and reside amongst the lowest planes of Hades. On their home planes, Changelings serve as advisors to the Arch Devils, and as liaisons between the race of devils and mankind. Though weaker than the other types of greater devils, Changelings hold an exalted position in the devilish order of ascendancy, for their existence is symbolic of Asmodeus' desire to control mankind.

All Changelings possess the ability to read minds, and are able to assume the form and features of any man or woman they have seen at least once. In combination, these abilities allow Changelings to perfectly replicate the appearance, personality, speech, and memories of any human individual that they choose to impersonate. The uncanny talents of these devils are put to good use by their arch devil masters, who often send Changelings into the prime material plane and "switch" them for human children or important personages.

Changelings also possess an innate talent for wizardry. Those who possess spell casting ability will use magic in a melee situation whenever possible. Only if pressed will they resort to the use of physical force. Changelings despise Incubi and Succubi and will seek to slay these demons whenever possible.

If summoned, a Changeling can be commanded to perform any service related to the devil's shape changing ability; i.e. the Changeling may be asked to assume the summoner's form (enabling the caster to "be in two places at once"), impersonate an enemy, and so forth. The duration of a Changeling's service cannot exceed one hour, unless the nature of the service is such that its continuance would benefit the cause of devilkind.

ARCH DEVILS

Arch Devils are among the most powerful of the race of devils, being subject only to the direct commands of their ruler, Asmodeus. Unlike their demonic counterparts, Arch Devils are believed to have no true form. Instead, they appear as the mood strikes them. Arch Devils have been reported to appear in forms ranging from strikingly handsome or beautiful humanoids to monsters of indescribably horrible aspect.

If summoned, an Arch Devil will grant a wish in lieu of service, but only in return for a solemn promise from the summoner to perform a favor at some later date. When striking such a deal, an Arch Devil will seldom indicate the nature of the favor it will require, and will almost never reveal when the favor is to be returned. If the Arch Devil is instead asked to perform a service, no such deal need be made. Arch Devils are more than happy to aid competent summoners in return for a simple pledge of loyalty to Asmodeus. Thereafter, however, the summoner may not deal with demons or spirit entities without arousing the wrath of all devils.

There are believed to be thirteen Arch Devils, each possessing its own specific area of knowledge. If summoned and asked to perform a service, an Arch Devil will only comply if the desired service is one which falls within its particular area of expertise. If threatened or attacked by a summoner, an Arch Devil will typically do one of two things: either it will magically gate in up to four Shedim to fight for it (while the Arch Devil returns to the underworld), or it will adopt the form and abilities of whatever monster the impertinent caster fears most.

The thirteen known Arch Devils, and their areas of expertise, are as follows:

Andromeleus will steal any single article which the summoner desires, or reveal the identity of any individual responsible for a theft of any sort. Andromeleus has an undying hatred for the Arch Demon, Thamuz.

Balaam will answer any single question concerning past, present or future events.

Barbatos will answer one question concerning any type of creature or being, except devils.

Belial will provide any type of lesser devil to the summoner, for use as a familiar. In return, however, Belial will demand a valuable gift or favor, which must be worth at least 100,000 gold pieces.

Dantalion will answer any single question concerning the secret thoughts of any living creature or being.

Forneus will magically teach the summoner any single language in an hour's time.

Furcas will answer up to three questions concerning the arts or sciences, except alchemy.

Maltheus will magically teach the summoner how to use any single type of weapon in one hour's time. Maltheus is the mortal foe of the Arch Demon, Aaman.

Murmus will answer up to three questions concerning any departed soul.

Oriax will answer up to three questions concerning any plane of existence other than Hades.

Paimon will teach any single spell to the summoner in just a few minutes. Paimon has an undying hatred of the Arch Demon, Shax.

Stolos will reveal all the virtues of any stone, metal, or herb. In return for a gift worth at least 100,000 gold pieces, Stolos will reveal the secret of concocting any alchemical mixture.

Valek will reveal the location of any single, hidden treasure.

ASMODEUS

Asmodeus is the undisputed ruler of the race of devils, and a being of strange and frightening aspect. Like his hated rival, Mephistopheles, the extent of Asmodeus' power is unknown. Unlike the Ruler of the Demons, however, the diabolical Asmodeus is both cunning and subtle in his ways. Where Mephistopheles seeks the destruction of all, Asmodeus seeks not destruction, but control. It is Asmodeus' belief that he can accomplish his goals by appealing to the basest of human emotions, greed. He is willing to grant power and wealth to those who revere him and his Arch Devils, knowing full well that in doing so he will gradually gain control over their souls.

Though Asmodeus is able to assume any form at will, he most often appears as a strikingly handsome, albeit horned, humanoid. His power in this form is such that few can resist his charismatic presence and charming demeanor. Asmodeus is said to enjoy wagering with mortals, especially for high stakes, and indulging in the selfsame vices which he and his minions strive to promote amongst mankind. For this reason, it is said that Asmodeus occasionally derives pleasure from visiting the material plane in mortal guise, where he can more closely survey his handiwork.

SPIRIT ENTITIES

"Beyond the earthly plane, radiating outwards and across the heavens, are the realms of the spirit world. Here, in varying proximity to our own world, are found the homes of the nature spirits, the elementals, the astral entities, and the beings of divine origin. The wondrous creatures who dwell here are each, in their own way, creators of the life which we see around us. From the smallest of nature spirits to the mighty Irin and the gods themselves, all are immortal, and possessed of the powers of magic..."

Hotan's Theosophy

FAMILIAR SPIRITS

Familiar spirits are minor spirit entities which can be summoned by spell casters for use as familiars. They are generally neutral in nature, most tending to gradually adapt the same moral standards and ethics of the spell caster whom they have been called upon to serve.

Though they have a semblance of physical reality on their home planes, familiar spirits have no true form when summoned into the material plane, and so must "possess" the body of an animal in order to become corporeal. Familiar spirits will only possess the body of a healthy animal. If a suitable host is not available in the vicinity of the summoning, the spirit may instead inhabit some object or device owned by the spellcaster. Such disembodied spirits (as they are called) have been known to occupy cauldrons, crystal balls, mirrors, and even more unusual objects.

Disembodied spirits have the ability to predict the future once per week. They can be quite uncooperative with regard to this ability, though, and have a tendency to become rude and obnoxious if consulted more than once a month. Another problem with this type of familiar is that there is a small chance of the spirit losing its sanity each month that it is forced to be without a physical body. Disembodied spirits who become insane are probably the worst nuisances in existence, for they wail, sing, tell stupid jokes, insult their betters, and refuse to obey their poor masters. For some unknown reason, disembodied spirits cannot be dismissed as other familiars can, and must instead be exorcised by a capable priest or mystic.

Familiar spirits who succeed in occupying an animal body, on the other hand, suffer no such problems. They will always serve their masters well, for–like most spirit entities–they prefer physical existence to noncorporeality. All familiar spirits are capable of communicating telepathically with their masters at ranges of up to one mile.

All familiar spirits will adopt the same alignment as their master, knowing that failure to do so will jeopardize the corporeal forms which they so dearly covet.

BALAHA

The winged steed of the spirit world, the balaha is a beautiful, radiant creature from the higher planes of existence. They appear as magnificent white horses with outstretched eagle's wings, shining with a light of their own. This, however, is but a single manifestation of these creatures of light, as they appear on our own plane of existence.

Because they are from a higher plane, balaha are generally of an ethereal nature. Like the Deva, balaha can fully manifest themselves as corporeal beings, retaining their beautiful, radiant forms. On very rare occasions, balaha can become trapped on our plane, often as a result of magic, or because they have been injured and lost the ability to move to or see into other planes. In such cases, they can sometimes be tamed as flying steeds by ordinary mortals. Most often, however, balaha remain apart from life on this plane, and are rarely encountered by mortal beings.

Balaha are associated with the Deva, who sometimes ride these great winged steeds. Their beauty, grace, and speed is beyond mortal comprehension, and their very appearance inspires awe in creatures of lesser ability. Their appearance on the material plane is generally the result of a visitation by the Deva, though an arcane formula of Divine Magic is supposedly available to summon these creatures into our world. In **The Hidden Powers**, Aeetes of Colchis records a part of this formula, together with a description of the balaha.

"Radiant are they with the light of the world beyond, these spirit horses we call balaha. White, their wings outstretched spanning six fathoms, they follow the Will of the Powers, but can be brought into this Plane by those who master the secrets of the Divine Magic. The Gateway to this other Plane is within, not without, and to reach it there must be words of Knowledge and Sacrifices to bring the thoughts of the Powers hither..."

The narrative goes on to describe what purports to be the process of summoning balaha into our plane, but it is evident that Aeetes, in his writing, did not reveal the entire secret–if indeed he knew it to begin with.

NATURE SPIRITS

Nature spirits are the least powerful and most common of the races of spirit beings. Though normally invisible to the naked eye, these spirit forms exist throughout the natural world and are known to inhabit all types of organic and inorganic substances.

Nature spirits are roughly humanoid in form, and initially average about six inches in height. Every two hundred years, these creatures grow an additional half-foot in height, and gain a corresponding increase in abilities. Although, like most spirit entities, nature spirits are immortal, few ever exceed eight feet in height.

Like many Sidhe, nature spirits have little fondness for most of the humanoid races. Though they are capable of traveling between the spirit and material planes at will, nature spirits seldom appear as physical entities for any great length of time. If summoned by a shaman they will willingly perform a single service, but only if the service in question is of relatively brief duration (one hour or less).

There are five types of elemental spirits, each being composed of a particular elemental substance. Each is capable of causing energy damage by touch, an ability which is magical in nature. The five elemental spirits, and their powers, are as follows:

Water spirits: Water spirits have deep blue skin and long, green hair. They know all that transpires within the area of water which they inhabit, and may be asked to locate or retrieve items lost in their domain. Water spirits can be found in streams, pools, fountains, lakes, oceans, and even puddles.

Fire spirits: Fire spirits are flaming red in color, with blazing yellow "hair." They may be asked to ignite any combustible materials within one hundred feet from the spot where they were summoned, but are only able to kindle relatively small fires. Fire spirits can be found in any type of open flame or volcanic region.

Wind spirits: Wind spirits are translucent beings who have light blue skin and wispy white hair. They hear everything that transpires within their domain, and may be asked up to three questions concerning any such knowledge which they may possess. Wind spirits can be found anywhere the wind blows, though they will never enter man-made or semi-enclosed structures of any kind.

Earth spirits: Earth spirits are the color of the earth, clay, sand or stone in which they live. Unlike other elemental spirits they are hairless. They know of every creature or being who walks, crawls, slithers, or tunnels through their domains, and may be asked up to three questions concerning any such knowledge which they may possess. Unlike wind spirits, they have little interest in what other creatures say, but are keen observers of what others do. Earth spirits may be found in any type of soil or stone.

Wood spirits: Wood spirits have brown skin and leafy green hair. They can make any plant or tree grow to its full size in the space of an hour, or cause any fruiting tree or shrub to produce fully-ripened fruit in any season except winter. Wood spirits are found in all types of plants, trees, herbs, and grasses.

LESSER ELEMENTALS

Lesser elementals are the avatars and servants of the powerful entities known as true elementals. All are fairly intelligent, and are capable of a limited form of speech. When summoned to the prime material plane they appear in their respective humanoid forms.

There are four types of lesser elementals: earth gnomes, sylphs, salamanders, and undines.

EARTH GNOME

Earth Gnomes are powerful elemental beings who dwell on another plane of existence. They are the personification of Earth itself, appearing as vaguely humanoid figures when they enter our plane. Their bodies are gnarled and ugly, composed of earth, roots, stones, and other rocky substances. Seven feet tall, and broad and massive in build, they convey the impression of great strength and power.

Earth gnomes possess such affinity with the earth that they can pass through it as if it were air. They make their appearance by slowly rising up out of the ground, but their passage disturbs nothing. Like all elementals, earth gnomes are dependent upon their own element, and cannot survive unless they maintain contact with the ground. For this reason they cannot swim, but may enter stone or wood constructions, as these are closely enough related to the gnome's natural element to support it. A gnome which cannot for some reason touch the ground will slowly crumble to dust.

According to Aeetes of Colchis, in **The Hidden Powers**, the earth gnomes have their own society on their own plane.

"Dwell they in a great nation, ruled by their gnome-king, whose word and command binds all his people. Those who would have the service of the Elementals of Earth first must speak unto this king through a Summoning. The Summons made, the gnome-king shall grant the services required only if he is persuaded, or bribed with the fruits of the Earth, or bound to the service of the Mage."

The 'fruits of the earth' refer to precious metals, which earth gnomes rather resent being mined by mortals. The gnomes are a close-knit race, and those who incur their enmity will have no success in future dealings with others of their kind. They possess a strong sense of honor, as well, and a service to the earth gnomes is remembered by all for many generations of mankind.

Earth gnomes are masters of all magic relating to their own elements. They can cast any Earth or Plant spell up to the fifth level, and may employ one spell per level of ability, per day.

SYLPH

Sylphs are creatures of elemental power, native to the outer planes of existence. As Earth gnomes invariably take a manlike form, so sylphs always appear in female form. Most stand up to seven feet tall and are lovely to behold. Their bodies appear to be made up of mist and clouds, and they are ethereal and indistinct in nature. Sylphs are the most beautiful of all elementals, and also the fastest, for they can move with the speed of the wind itself.

Minor elementals of the air, sylphs are able to command the very winds to do their bidding. Though they can disperse themselves to pass through the smallest possible opening, they cannot survive in a space holding less air than would be required to form their "bodies." Nor can they pass through solid earth, stone, water, or similar substances.

In some ways, sylphs have much in common with salamanders. Neither group regards dwellers on the material plane with the same distrust and dislike as do undines and gnomes, for example, and both are known to occasionally take humans under their protection. But sylphs are gentle and shy, where salamanders are fierce and more than willing to engage in battle.

Despite their basically gentle nature, the anger of a sylph is a terrible thing. Able to master both wind and weather, an angry sylph can cause considerable devastation. It takes a great deal to move a sylph to violence, but, once roused, its wrath is almost impossible to quell.

Sylphs have no sense of territory, and no concern for resources or similar matters. Being shy, they are not eager to deal with mortals, and must generally be summoned in order to be encountered. Instances in which a sylph initiates contact are extremely rare, except in very special cases.

The powers of sylphs are many. They can cast any spell of elemental Air up to the fifth level, once per level of ability, each day. In addition, sylphs can create gusting winds at will, and can cause the wind to alter direction as desired. For this reason, the favor of sylphs is often sought by seafarers who hope for fair winds and safety from storms.

Sylphs are closely associated with the cloud-dwelling Hyads, a species of nymphs. Aid to a hyad in need is a sure route to win the favor of a sylph, just as mistreatment or pursuit of a hyad is a likely way to incur the wrath of an Air Elemental.

SALAMANDER

Fire elementals are called Salamanders, and appear as humanoid reptiles, standing upright on two legs. Their scales are fiery red and they are constantly wreathed in smoke and flames. Aeetes of Colchis, in **The Hidden Powers**, maintains that the salamander's blood is "liquid fire." They are masters of all aspects of fire and heat.

Salamanders are striking creatures, often inspiring great awe. They stand seven feet in height, with dragon-like features and a ridge of bony plates that proceed down the spine. The tail is long and graceful, and can be employed as a whip-like weapon if desired. So hot are their natural forms that any flammable object they touch is ignited at once. Salamanders cannot enter or cross bodies of water or other nonflammable liquids, and as a result can be effectively contained by a moat or other water barrier. However, because they are elementals, they need not remain on our plane of existence. A salamander barred by water can simply vanish from the material plane and reappear elsewhere some time later.

Unlike the other races of lesser elementals, salamanders are known to use weapons. They often bear flaming swords or spears, and are quite combative. Fierce warriors, they love battle and enjoy taking part in the wars of Men. Of all the elementals, salamanders show the most active interest in the affairs of mortals, and are generally friendly despite their stern demeanors and love of fighting. They are not so territorial as undines, nor so jealous of the earth's resources as gnomes.

Salamanders can cast all spells of fire up to the fifth level, and are able to cast one spell per level of ability, per day. They sometimes take a liking to humans, especially those who have shown them some honor or favor, and may reciprocate by acting as a protector and guide. The quickest way to win their favor is to provide the salamander with a warm place, such as a hearth or firepit, in which it can rest as it desires.

UNDINE

"Undine is the name given to the Elementals of Water, who control the waters of this Earth. The Summoning of Elementals must be attempted to bring forth the Undine; the Summoning, successfully undertaken, may bind the solitary Spirits of Water to the service of the Mage, if his power be strong enough, and the service just."

Aeetes of Colchis
The Hidden Powers

Water elementals appear on our plane as coherent forms of water, vaguely humanoid in shape, but seven feet tall and proportioned accordingly. Their watery form is covered by algae, seaweed, and water plants of all kinds; they drip continually, and are accompanied by a rank, overpowering stench. They are rather unpleasant to be around, or so it is said.

Unlike earth gnomes, water elementals may stray from their native element. They cannot function in temperatures much below freezing, or in areas of low humidity, but they can walk about for short periods on dry land. In addition, they can disperse at will into a large bank of fog. In this form they can move about freely, resuming their ordinary shape as they desire. In a body of water, the elemental can increase to up to ten times its basic size, becoming a towering, frightening entity of pure water, but can retain this form for only a few moments.

Undines are solitary creatures, both on their home plane and on the prime material planes. On the material plane, they sometimes inhabit lakes, rivers, and other bodies of water, and act to protect the sanctity of their domains. Thus, attempts to dam a river, or even to bridge it, may not always meet with the approval of the elemental. A wise man will seek to propitiate the being before undertaking such a project. Nyads are sometimes taken under the protection of such an elemental, and an offense to these gentle nymphs may incur the wrath of their undine protector. However, unlike earth gnomes, undines are not close-knit enough for an offense against one elemental to matter much to another one.

Undines may cast any water-related magic spell up to the fifth level; one spell per level, per day, is allowed them. Except as previously mentioned, they take little notice of the doings of other creatures, though they are jealous of their territories and keep a close watch on things that concern them.

TRUE ELEMENTALS

True elementals are intelligent beings of great size and power. Once revered as demi-gods, these beings are still possessed of a fierce pride, and will respond only to the summons of those who practice elemental magic. Though impelled to serve when summoned, they may refuse to serve if treated with less than the respect which they were accorded in days past. They will never serve for longer than one hour, nor will they perform trivial or demeaning tasks of any sort.

AIR ELEMENTAL

Air elementals are huge, cloud-like beings who vaguely resemble humans in form. When summoned, an air elemental will appear in the sky above the caster, amidst a swirling wind. Air elementals know all spells which affect wind, the air and storms, and can be asked to teach or cast any such spell to fulfill their obligation to the pact of summoning. They have a great affinity for water elementals, and if both an air elemental and a water elemental are summoned together, the two may be asked to create a Tempest. An air elemental may also be asked to provide favorable winds for an ocean voyage, or to cause (or stop) a wind storm or tornado.

In melee, an air elemental can attack as a whirlwind, doing great damage to ships, structures, etc. Air elementals are powerless to affect earth elementals.

EARTH ELEMENTAL

Earth elementals are gigantic, humanoid-looking beings whose bodies are composed of earth and stone. When summoned, an earth elemental will rise up from beneath the ground with a great tremor and appear within one hundred feet of the caster. Earth elementals know all spells which affect earth, stone, mud or anything that grows in the soil, and can be asked to teach or cast any such spell to fulfill their obligation to the pact of summoning. They will also gladly comply with any request to destroy a man-made structure of any sort, as these beings have a great hatred for those who cut and quarry stone, mine ore, or do anything to deface the surface of the earth.

In melee, an earth elemental will either attack with its rock-hard fists or by hurling great chunks of earth and stone. Earth elementals are powerless to affect air elementals in any way.

WATER ELEMENTAL

Water elementals are tremendous, humanoid beings with green skin and long blue-green hair. A large body of water (such as a lake, ocean or river) must be nearby in order to summon one of these beings, and the caster must be within one hundred feet of it at the time of the summoning. Water elementals know all spells which affect water, and may be asked to teach or cast any such spell to fulfill their obligation to the pact of summoning. If asked to sink or destroy any ocean going vessel, they will be more than eager to comply, as these beings have no love for those who trespass over their domains without first seeking their approval. If a water elemental is summoned with the express purpose of seeking permission to travel across a body of water it will be honored and offer its protection on the voyage. Ships which travel under the protection of a water elemental are assured of immunity to attack from other such beings. If a water elemental is summoned and commanded to attack a fire elemental, the two beings will cancel each other out.

All water elementals carry a huge magical trident which they occasionally use in melee instead of their spell casting abilities.

FIRE ELEMENTAL

In appearance, fire elementals most closely resemble monstrous humanoids whose bodies are composed of pure flame. They radiate such intense heat that all combustible materials within a twenty foot radius circle of a fire elemental will instantly ignite. Fire elementals know all spells which affect fire or heat, and will teach or cast any such spell in exchange for their release from the pact of summoning. These volatile beings dislike most other creatures, but have a certain affinity for earth elementals. If both a fire elemental and an earth elemental are summoned together, there is a chance that the earth elemental will consent to the creation of a relatively minor volcano. A mountain or large hill must be available for this purpose, and if the fire elemental and the earth elemental agree to work together, the peak can be made to erupt. The ensuing explosion will send a huge cloud of smoke and ash into the air (visible up to ten miles away), and cover the entire hill or mountain with a foot-deep layer of molten lava, noxious gases and volcanic dust. Visibility within the affected area will be ten feet, and those who do not flee the lava will be incinerated.

If a fire elemental is ordered to attack a water elemental, the two opposing forces will cancel each other out.

KERUBIM

Kerubim are divided into two distinct species of winged spirit animals. The most common form resembles a lion with a fifty foot wingspan; less common are winged bulls. In all other respects, kerubim appear as giant-sized versions of the animal types which they outwardly resemble. Although they are spirit beings, kerubim always assume physical form while on any of the material planes.

A kerubim's wings are feathered, and resemble those of an eagle. The coloration meshes with that of the creature's fur, a tawny gold for the winged lion, and red or black for the bull form. Kerubim are impressive animals, magnificently formed and awe-inspiring to behold.

On their home planes, kerubim are employed by deities and demi-gods as messengers and servants. They will serve only those gods who are good or neutral in alignment, for kerubim have a deep-seated hatred for all that is evil. On the other hand, they will not immediately attack evil creatures unless asked to do so by their masters, or by a summoner of good faith.

On the material plane, kerubim are often summoned to guard temples and other holy places, in order to keep these places safe from unwanted intrusions. They can also be used as messengers, for they are swift flyers. Deities have also been known to send kerubim to support their followers in combat, or to intervene against some force which is opposing their purposes. Thus kerubim may also appear in the role of sentinels, warriors, advisors, or avengers.

DEVA

"They are the Divine Ones, powerful and beautiful in their radiant light. But rarely shall they appear unto us, for they are the heralds of the Gods, who send forth these mighty beings only when it suits their Divine purposes.

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The Hidden Powers

The Deva are lesser divinities, ranking below the Guardians (or Angels), the Irin, and the gods themselves in power. They are often referred to as "beings of light," for they seem to shine with an inner radiance when they appear on the material plane. They are tall and slender, and have almost androgenous facial features. Only males are ever encountered on the material plane, though a female form may also exist on the planes from which they originate.

The deva are winged, their fleecy pinions often attaining a thirty foot span. In appearance a deva's wings are somewhere between an eagle's and a dove's; light and fragile in structure, but extremely strong. Deva are swift flyers, and are very graceful in their aerial movements. Their eyes are piercing, and are generally blue or blue-green. These unearthly beings generally appear wearing only simple loin-cloths, but nonetheless radiate an aura of majesty and power.

Like the kerubim, deva serve gods of neutral or good alignment only. They take their own alignment from that of the god they serve. Deva are messengers, assistants, servants, and loyal followers of their gods. It is far more likely that a god will send a deva to Earth to answer a plea for help or to deliver a message, rather than appearing in person.

Deva, being divinities themselves, possess a complete knowledge of Divine magic. They are also able to see into the spirit or astral planes at will. This ability, known as "Celestial Vision," is found only in beings of a divine origin and in magic users of great power and knowledge.

The appearance of a deva occurs only as a result of interaction between gods and mortals. Thus, prayer or sacrifice might bring one or more of these beings to a mortal's aid if the need is great, and the god appealed to wishes to grant such a favor.

IRIN

Irin (also known as "the watchers") are a race of spirit beings equal in power to demi-gods, arch-demons, and arch-devils. Though they once dwelled in the heavens, the Irin were long ago banished to a lower plane (said to be "halfway between heaven and earth") for attempting to learn the secrets of the gods. As punishment, the gods gave the Irin the responsibility of observing and recording all that transpires on the prime material plane hence their name, "the watchers".

The Irin are gigantic in stature, and very striking to behold. All possess the ability to change at will into any type of living creature, from as tiny as a mosquito to as large as a great dragon or leviathan. The Irin are also powerful spell casters, but are prohibited from actively interfering in the affairs of other creatures or beings.

There are ten Irin, each having a specific area of responsibility and field of knowledge. If summoned, an Irin will answer any single question posed by the summoner, or possibly even grant a wish. Upon answering the summoner's request, the Irin will depart at once for its home plane. If attacked, an Irin will defend itself with magic, and will resort to the use of physical force only if such tactics are unavoidable.

The ten Irin are:

Armaros: Armaros knows all spells and rituals. He will teach any single spell to a summoner, providing the summoner is of sufficiently high level to employ the desired spell.

Araquiel: Araquiel knows of all who dwell upon or beneath the surface of the earth.

Azazel: Azazel knows how all tools, implements, and useful items (magical and non-magical) are made.

Baraquel: Baraquel knows all manner of astrological data, and can see into the past or future.

Ezeekeel: Ezeekeel knows of all who dwell in the skies or in the clouds.

Gadreel: Gadreel knows of all wars, and knows how to use all types of weapons. He will teach a summoner how to use any single weapon (one time only), enabling the summoner to instantly gain proficiency in the desired weapon.

Penemue: Penemue knows of all written materials, including maps, books, treaties, tablets, etc.

Semjaza: Semjaza knows of all herbs, plants, and alchemical mixtures. He will identify any type of plant (or reveal the formula for any alchemical mixture) for the summoner.

Shamshiel: Shamshiel sees all that transpires by day.

Sariel: Sariel sees all that transpires by night.

It should be noted that the Irin will always give truthful answers when questioned by a summoner, but will not answer any question that is out of their specific realm of knowledge. While the Irin have never been known to lie, they have been known to answer in riddles (or in cryptic fashion) when the mood suits them.

GUARDIANS

Guardians are the avatars, or servants, of good and neutrally aligned Deities. On their lofty home planes they serve as loyal and steadfast messengers, guards and advisors to their deific masters. Each has the spell casting abilities of a 20th Level Mystic, and is capable of flying, detecting lies, and true seeing at will. They emanate "spiritual strength" in a twenty foot radius, providing all good or neutral creatures within this area with an immunity to fear, curses and control spells. Guardians themselves cannot be affected by such spells, and suffer only half the normal damage from elemental attack forms such as cold, fire and lightning. They are also completely immune to any type of poison or "death magic."

When summoned, a guardian is required to first ask the summoner if he has been faithful to his patron Deity. If the summoner can truthfully answer yes, then the guardian will gladly perform any single service that is within its power. Guardians may be asked to combat any evil creature or being, but will only slay devils, demons and undead. They cannot bring captives back to their home plane, and cannot be asked to do anything which is contrary to their alignment or beliefs. Summoning a Guardian does not require the use of any magical inscription, but an offering of prayer, incense or candles is a necessary component of the spell.

GODS OF THE ATLANTEAN WORLD

The peoples of the Atlantean Second Age worshipped a number of different demi-gods and deities, several of which are described briefly in the following section. Incomprehensible even to the priests, shamans and mystics who revere them, these deific beings possessed capabilities far beyond the scope of even the most powerful mortals.

THE OLD GODS

Worshipped by the first of the human tribes, these deities are still revered by many different cultures throughout the world. All are masters of elemental and low magic. The Old Gods rarely visit the material plane, but occasionally appear to their followers in dreams and visions. The earthly representatives of the Old Gods are shamans, druids and certain witches and warlocks. Most revere one of the Old Gods as their patron deity, and consider the others in a somewhat lesser light. The Old Gods each represent one or more aspects of nature, as follows:

Abar : the rain (god of the harvest)
Ash : the mysterious one (god of time, luck, and secrets)
Atta : the bear (god of strength and ferocity)
Eloah: the sun (god of the heavens, and of the day)
Hawwa: the moon (god of night)
Mana : the owl (god of wisdom)
Og : the bull (god of strength and fertility)
Saara: the woman (goddess representing the feminine virtues)
Saha : the wind (god of freedom)
Tama : the tree (god of the forests)
Tara : the man (god representing the masculine virtues)
Vana : the dove (goddess of peace and goodness)
Xax : the vulture (god of death and decay)
Za : the serpent (god of the underworld)

THE IMMORTALS

The Immortals are a pantheon of demi-gods revered by certain eastern mystics. They number well into the hundreds, and are generally worshipped en masse, as they represent the ascension of the human spirit and the immortality of the soul. The Immortals are all masters of mysticism. They offer guidance to those who revere them, and sometimes appear in visions. It is said that those mystics whose earthly lives exemplify the principles of goodness and humility may, upon their passing from this world, join the ranks of the Immortals upon the spirit plane.

THE NEW GODS

The majority of these deities came into prominence around the time of the fabled First Age of Atlantis. For the most part, their followings are limited to certain geographical regions, as follows:

ATLAS: Earth God of the Atlanteans, representing strength and solidity. Atlas is a master of elemental and divine magic. His priests may learn any spell of elemental magic pertaining to earth.

POSEIDON: Sea God of the Atlanteans, representing both the favorable and unfavorable aspects of nature. Poseidon is a master of elemental and divine magic. His priests and priestesses may learn any spell of elemental magic pertaining to the sea.

HESPERUS: Warrior Goddess of the Hesperian Amazons. Hesperus is a master of divine magic and all skills pertaining to the arts of war. Paladins (warrior/priestesses) may serve as priestesses of this deity.

HERU: Quaddani God of the Heavens, and of the afterlife. Heru is a master of divine magic and astrology. His earthly representatives may be either astrologers, mages, or priests. According to Quaddani law, Heru may be worshipped in any number of manifestations, including those of other gods; this unusual concept is meant to reflect the "all-being" nature of Heru, and was adopted in order to pacify the many different cults established in Quaddan prior to the state's adoption of Heru as its official patron deity. Most of Heru's cults practice embalming and mummification.

SET: Nubian/Quaddani God of the Underworld. Set is often depicted as a serpent, and may be a manifestation of the Naga's evil goddess, Tiamat. Like Tiamat, Set is a master of black magic and high magic. His earthly representatives are usually evil priests, necromancers, and wizards. Set's followers often engage in human sacrifice and vile necromantic rituals of all sorts.

ISHTAR: Sheban and Eastern Gondwanan goddess associated with numerous aspects, including fertility, the heavens, love, and even war. Accordingly, Ishtar is a master of elemental magic, astrology, divine magic, and all aspects of warfare. Her earthly representatives may be witches or warlocks, astrologers, priests, mages, or paladins.

P'AN KU: Khitan God of Creation. P'an Ku is a master of enchantment, divine magic, and elemental magic. His priests and priestesses revere the unicorn, phoenix, and eastern dragon, all of which are said to be the servants of P'an Ku.

SHANG-TI: Khitan God of the Heavens. Shang-Ti is a master of astrology and divine magic. His earthly representatives are usually astrologers, mages, or priests.

THE SUN GOD: Taracuan supreme deity, also revered in different manifestations by other Tamoanchan cultures. The Sun God is a master of astrology, divine magic, and elemental magic. His followers are usually astrologers, mages, priests or priestesses, and paladins (the Sun God is also often associated with war). The Quechua call the Sun God Tici Virachocha.

THE GREAT SPIRIT: Creator and supreme being of the Erian tribes. The Great Spirit is a master of elemental and low magic, and is a mighty warrior. His earthly followers are always shamans. Those who worship the Great Spirit often revere numerous, lesser spirit beings as well.

SEFAR: Evil serpent goddess of the Gorgons, also revered by a number of smaller cults and secret societies. Sefar is a master of black magic, and of war. Her priestesses may be witches, warrior/priests, or even wizards. Like Set, Sefar may well be yet another manifestation of the Naga's patron, Tiamat.

TIAMAT: Evil serpent/dragon goddess of the Naga race. Tiamat is a master of black magic and high magic. Her followers are often wizards, witches, warlocks, or evil priests.

CULTS, FRATERNAL ORDERS, AND SECRET SOCIETIES

Many covert religious, political and magical fraternities exist in the Atlantean world of the Second Age. While the majority of these factions are relatively insignificant, some few are known to possess a substantial degree of influence in the regions in which they operate. The following is a list of known organizations which fall into this latter category:

The Brotherhood of Cymbri: A secret society based in the city state of Cymbri, the Brotherhood is purportedly a political organization. Its primary reason for existence is said to be the protection of the hidden pirate-city of Cymbri. In reality, the Brotherhood also functions as an organized network for criminal activities ranging from smuggling to fencing stolen goods and (some say) even murder. Only individuals who have been granted Cymbrian citizenship may join the Brotherhood, whose members work covertly throughout Mediterranea and northern Gondwana. According to certain Atlantean sources, the Brotherhood has connections with the corrupt government of Tharshesh, and possibly Turan as well. The Shebans in particular despise this organization (and vice versa: see Cymbri; THE LEXICON).

The Serpent Cult: This secret fraternity is based in the city of Acheron, in Quaddan. Its members, primarily wizards and necromancers, are all followers of the serpent god, Set. Greatly feared throughout the surrounding region, the Serpent Cult's activities are cloaked in secrecy; rumors tying the cult to the most grisly necromantic rituals, including human sacrifice and devil worship, continue to persist. Within the labyrinthine passageways of the cult's pyramid temples are said to be vast stores of stolen riches, guarded (some claim) by giant serpents and creatures hideous beyond the imaginings of mortal men. The Serpent Cult has followers in Nubia, and in various places throughout Gondwana and Mediterranea. Many believe the cult is associated with the Cult of Sefar, and possibly the various non-human sects associated with the evil entities known as Tiamat and Jormungandr. The objectives of the Serpent Cult are not known.

Cult of Sefar: This black magical order came into prominence during Hesperia's Golden Age, when its followers nearly succeeded in bringing down the Hesperian Empire. Based in Gorgos, only Gorgon females are allowed within the order. Most of the cult's members are warriors, warrior/priestesses (paladins), or witches. The cult's avowed purpose is to expand Gorgon influence in the Mediterranean/northern Gondwanan region, and to bring about the demise of the nation of Hesperia. The Cult of Sefar has been known to launch terrorist attacks against Hesperian colonial settlements and ships.

Order of Baal: A secret society of black magicians and necromancers, the Order of Baal has its greatest following in Sheba. Its members revere the evil entity known as Baal, arch-demon of elemental power. Once very powerful, the cult is now believed to be dying out, several factions having abandoned the Order's once fanatical devotion to necromantic ritual in favor of the practice of witchcraft. The highly secretive Black Druid cult of Mediterranea, about which little is known, may be associated in some way with the Order of Baal.

Lotus Cult: A minor drug cult, this uninfluential sect is based in Dabba. Its members are all addicted to Lotus powder, and spend their lives in a stuporous daze. Some make feeble claims regarding the cult's so-called metaphysical doctrines, though most acknowledge the essentially hedonistic nature of their disorganized fraternity. Any conceivable threat to their supplies of Lotus will spur the cult to action; otherwise, the group is best known for its total disregard of all other earthly concerns.

Abara Witch Cult: A black magical order of the most primitive sort, the Abara Witch Cult is based in Oguanabara, in Tamoanchan. The cult is led by witch doctors of the Abara tribe, a violent people who engage in the practice of headhunting. Its members engage in a number of gruesome practices, including the making of such necromantic fetishes as shrunken heads, "hands of glory," and monkey paws. Despite its primitive and savage nature, the Abara Witch Cult is said to have adherents in some of the more civilized regions of the world.

The Assassins: This secret society remains one of the great enigmas of the Atlantean Second Age. Its origins are unknown, scholars having alternately described the cult as being based in Vedda, Turan, Quaddan and even Tharshesh. The cult is known to engage in the assassination of political, religious, and magical figures, usually for exorbitant fees. Some claim the Assassins are associated with the Black Mystics; others, that the sect has no affiliation with any other group. Whatever the case, the Assassins are among the most feared of all the Atlantean cultists.

The Grey Council: Originally a magical fraternity devoted to the preservation of the alchemical/magical sciences, the Grey Council was established by Atlantean sorcerers during the bygone First Age. With the fall of the First Age Atlantean Empire, the Council was, for a time, disbanded. It emerged again at the beginning of the Second Age, establishing a base on the island of Dardanus. The Grey Council currently owns and operates the Magical Institute of Dardanus. As it did long ago, the Council continues to maintain a code of strict neutrality. The ruling body of the Council numbers seven individuals, each a spell caster of exceptional ability. Spell casters, alchemists and thaumaturges of any nationality may be granted membership status, but only by appointment of the Grey Council's ruling body. Members are allowed free access to the Institute's considerable body of magical and alchemical knowledge.

The Leopard Men: A secret society of dark and sinister purpose, the Leopard Men cult has followers throughout much of the Gondwanan continent. Its members meet only at night, when they don leopard skin costumes and clawed gloves. Keeping to the shadows, the Leopard Men prowl for victims, who they kill and cannibalize. Some say that the leaders of this vile cult actually possess the ability to assume the form of werecats. Despite its extensive and widespread following, the Leopard Men are without any real form of organization. As such, the cult's power is quite limited. Even so, its members are much feared in the regions in which they operate.

Order of the Grand Circle: This royal order of knights was founded by the first king and queen of Avalon, where much of its membership still resides. The Order is charged with the defense of Avalon and the propagation of its own lawful and good ideals. Courage, compassion, and skill at arms are the highest principles of the Order. Membership is by appointment of the king or queen of Avalon only.

Order of the Lion: A secret magical fraternity, the Order of the Lion is based in Marhashi, in Gondwana. Its members are all wizards, and members of the inner circle of families who rule Marhashi. The Order's primary interest is in maintaining its own power and influence, which it does by collecting potent magical artifacts and disposing of (or exiling) rival wizards. The albino lion is the symbol of this secret society.

Mystic Orders: There are a number of mystic orders of varying purposes in the Atlantean world, most originating on the continent of Jambu. The Black Mystics of Himvati, though a small minority, wield considerable influence in some regions. Their interest in certain necromantic rituals (and their rumored association with the Assassin cult) cause them to be greatly feared, and their mountain temples are avoided by most sensible folk. The reclusive Dao order, though no less mysterious, are considerably more benevolent in nature. These mystics and savants are generally found only in the most remote fastnesses of Himvati, though some few have been known to travel throughout the continent and beyond. They are quiet and contemplative, and seldom seek involvement in the affairs of others. Though their power is said to be great, the Dao are non-violent, and abhor the use of physical force. They will use their magical abilities in the defense of innocents, however, and to foil the plans of evil-doers.

APPENDIX

The following section is presented for the benefit of fantasy role playing Game Judges, and includes statistics and additional information for all the creatures and beings listed in the preceding text. Game Judges should feel free to modify the material contained in this section as desired.

FORMAT

Each of the creatures and beings described in the preceding chapters is presented under the following format:

HEIGHT/LENGTH: Usually expressed as a range.

WEIGHT: As per above.

ATTRIBUTES: Eight attributes are listed. All are expressed as a range from 1 (negligible) to 25 (maximum; ability similar to a deity's). The average human range for such scores is 10-14; a score of 18 is equivalent to the absolute human maximum. Game Judges may modify (or omit) attributes according to the rules of the game system that they employ.

STR (Strength): Physical strength, muscle.
SPD (Speed): Indicates speed afoot, while flying, and/or in water.
DEX (Dexterity): Agility and manual dexterity.
CON (Constitution): Resilience, conditioning, endurance.
INT (Intelligence): Powers of reason, I.Q.
WILL (Will): Willpower, faith, mental toughness (or wisdom).
CHA (Charisma): Persuasiveness, presence, leadership ability.
PER (Perception): Sensory awareness.

LEVEL: This is an indicator of the creature's/being's relative level of ability as pertains to its offensive/defensive capabilities.

ALIGNMENT: This signifies the code of ethics or moral standards generally adhered to by creatures/beings of this type.

DAMAGE: This is an indicator of the creature's/being's capacity to inflict damage upon an opponent, either by natural weaponry (claws, bite, etc.) or other means.

SPECIAL ABILITIES: If the creature or being possesses extraordinary abilities or talents, they will be listed here.

ARMOR: This is a rating of the creature's/being's protective armaments (natural or otherwise) as compared to various types of armor (leather, studded leather, scale mail, etc.)

HIT POINTS: Expressed as a range; game judges should feel free to modify a creature's/being's hit points as the game situation warrants.

COMMENTS: Any additional information pertaining to the creature or being will be listed here.

SIDHE

All Sidhe possess the following attributes in common:
- ability to pass through any type of woodland region without leaving discernible tracks or traces
- +2 saves vs. Perception
- extreme vulnerability to cold iron; non-magical weapons made of cold iron do twice normal damage to Sidhe, who suffer 1-8 points of damage by merely making contact with implements or devices made of this substance
- ability to sense the presence of cold iron weapons or implements at a range of up to 20 feet.

ZAZIR

Height/Length: 1-2 inches

Weight: 1-2 drams

Attributes:	STR: 1	SPD: 24	DEX: 19	CON: 2
	INT: 16	WILL: 19	CHA: 10	PER: 19

Level: 1

Alignment: Neutral

Damage: None

Special Attributes:
Flight
Ability to create matter from its Essence
Elusiveness (-4 penalty on all opponents' attack die rolls)

Armor: Unarmored

Hit Points: 1

Comments:
Zazir are occasionally fond of playing pranks on humans. Most, however, choose to ignore the species as if it did not exist.

SPRITE

Height/Length: 6 inches

Weight: ½ lb.

Attributes:	STR: 2	SPD: 19	DEX: 19	CON: 2
	INT: 12-16	WILL: 5	CHA: 16	PER: 20

Level: 1

Alignment: Neutral or Chaotic Good

Damage: 1-2 with diminutive weaponry, plus poison (see Comments)

Special Attributes:
Flight 95% undetectable in wooded areas Spell casting (see Comments)
Elusiveness (-2 penalty on all opponents' attack die rolls)
Detect magic by sight

Armor: Unarmored

Hit Points: 1-4

Comments:
Sprites often use tiny shortbows, the arrows of which may be coated with one of two types of magical "venoms." The first and most commonly used type causes sleep (duration: 5-20 minutes); the second type is similar in effect to a Love Philtre. Most Sprites are capable of casting certain spells of Enchantment, but rarely exceed the third level of ability in this field.

BAKRU

Height/Length: 1/2–1 ft.

Weight: 10-12 oz.

Attributes:	STR: 3	SPD: 19	DEX: 19	CON: 6
	INT: 10-16	WILL: 12	CHA: 4	PER: 18

Level: 1

Alignment:

Damage: 1-4 with special venom-coated, dimunitive spears

Special Attributes:
Detect/disarm/set snares: 95%
Elusiveness (-2 penalty on all opponents' attack rolls)
Hide (95%)

Armor: Unarmored

Hit Points: 10-4

Comments:
Bakru often ride rats, weasels, or mongooses.

BOGGART

Height/Length: 2–2 1/2 ft.

Weight: 30-40 lbs.

Attributes:	STR: 7	SPD: 13	DEX: 12-16	CON: 10-14
	INT: 12	WILL: 12	CHA: 2	PER: 14-16

Level: 2-4

Alignment: Neutral–Evil

Damage: Bite: 1-4, or as per weapon employed

Special Attributes:
Ability to change skin coloration at will (90% undetectable when using this ability in any wilderness area)
Ability to read magic
Pick pockets: 90%
Move silently: 90%
Limited spell casting abilities (see Comments)

Armor: Leather

Hit Points:

Comments:
Boggarts can cast up to three spells of Enchantment per day, at 1st–4th level of ability. The text lists the spells most commonly learned by Boggarts, but some individuals will know other spells as well.

RABICAN

Height/Length: 5 ft. at the shoulder

Weight: 300-400 lbs.

Attributes:	STR: 14	SPD: 23	DEX: 19	CON: 10
	INT: 8	WILL: 10	CHA: 19	PER: 20

Level: 2-4

Alignment: Neutral or Chaotic Good

Damage: Hooves: 1-6

Special Attributes:
Ability to communicate empathically with other creatures (range: 20 ft.)

Armor: Unarmored

Hit Points: 10-16

Comments:
Nymphs (and occasionally elves) are known to employ Rabican as steeds in certain regions. Few Rabican can carry more than about 140 lbs. of weight.

ROANE

Height/Length: 2-3 ft.

Weight: 20-40 lbs.

Attributes:	STR: 4	SPD: 10 (20 swimming)	DEX: 18	CON: 10
	INT: 16	WILL: 10	CHA: 12	PER: 19

Level: 2

Alignment:

Damage: Bite: 1-2

Special Attributes:
Spell casting (see Comments)
Elusiveness (-3 to hit while in water)

Armor: Leather

Hit Points: 10-14

Comments:
Roane are capable of casting any 1st level spell of Enchantment, always at first level ability. Some few know spells of the 2nd and 3rd levels.

SPRIGGAN

Height/Length: 2 1/2–3 ft.

Weight: 40-60 lbs.

Attributes:	STR: 15-16	SPD: 10	DEX: 10	CON: 12 (see Special Abilities)
	INT: 8	WILL: 16	CHA: 5	PER: 15

Level: 3-4

Alignment: Neutral or Chaotic Good

Damage: As per weapon employed (see Comments)

Special Attributes:
-2 saves vs intoxicants of any sort (see Comments)

Armor: Unarmored

Hit Points: 12-20

Comments:
Spriggans are emboldened by strong drink of any kind, which they love but can tolerate very little of. Spriggans occasionally carry clubs or cudgels, which they use with some skill.

NYMPH

Height/Length: 4 1/2–5 ft.

Weight: 70-90 lbs.

Attributes:	STR: 6-14	SPD: 19	DEX: 19	CON: 10
	INT: 15	WILL: 10	CHA: 19	PER: 19

Level: 1-8 + (see Comments)

Alignment: Neutral

Damage: None (except Oriads; as per weapon employed)

Special Attributes:
Spell casting (see Comments)
Ability to pass through plants (Dryads only)
Flight (Hyads only)
Water breathing (Naids and Nereids only)
Tracking (95%; Oreads only)

Armor: Unarmored

Hit Points: 4 per level of ability

Comments:
All Nymphs possess 1st–5th level spell casting abilities, as follows:
Dryads: All Elemental spells pertaining to plants and trees.
Dryads: All Elemental spells pertaining to wind and air
Naids and Nereids: All Elemental spells pertaining to water
Oreads: All Elemental spells pertaining to woodlore (Locate plant, Locate animal, Speak with animals, Predict weather, Trail erasure, etc.)

NOTE: Though most Nymphs do not advance beyond the eighth level of ability, certain individuals are capable of unlimited advancement (as per human characters).

OAKMAN

Height/Length: 3-4

Weight: 25-50 lbs.

Attributes:	STR: 6	SPD: 6	DEX: 5	CON: 10
	INT: 16-18	WILL: 12	CHA: 2	PER: 19

Level: 3-7

Alignment: Chaotic Evil

Damage: Strangle: 1-4, or as per weapon employed

Special Attributes:
Control plants (range: 100 ft., area of effect: 10x10x10 ft.; see Comments)
Fire does 2x damage to Oakmen

Armor: Studded leather

Hit Points: 12-36

Comments:
Oakmen can cause the following effects in plants or trees:
Wither, warpwood, growth, entangle (vines and grasses; save vs STR to escape on following round)
Attack (branches: 1-6 x d6, according to size, vines: 1-8 points of constriction/strangulation damage per round) Pass through plants (10 ft. per minute) Plant control

THE GOBLIN RACES

GOBLIN

Height/Length: See Comments

Weight: See Comments

Attributes:	STR: 14-18	SPD: 8-14	DEX: 6-12	CON: 15-19
	INT: 6-12	WILL: 4-12	CHA: 2-8	PER: 12-16

Level: 1-10 + (see Comments)

Alignment: Lawful Evil

Damage: Bite: 1-4, or as per weapon employed

Special Attributes:
Infra-vision

Armor: Unarmored

Hit Points: 10-40 +

Comments:
Goblins vary considerably in size, from dwarfish three-footers to ape-like seven-foot individuals. Weight may range from 40-240 + lbs. Similarly, Goblins range widely in level of ability. Though the majority of these creatures seldom rise above the fourth level, in rare cases exceptional individuals may exceed even the tenth level of ability in one of the following professions: Warrior, Rogue, Shaman, Necromancer, Witch Doctor.

OGRE

Height/Length: 7-8 feet

Weight: 400-500 lbs.

Attributes:	STR: 19	SPD: 5	DEX: 7	CON: 20
	INT: 3-5	WILL: 7-11	CHA: 2	PER: 12-16

Level: 3-5

Alignment:

Damage: Bite: 1-6, Claw/Fist: 1-6 (+ STR), or as per weapon employed

Special Attributes:
None

Armor: Unarmored

Hit Points: 20-44

Comments:
Ogres are often hideously misshapen. Some are known to be two-headed, three- or four-armed, or have similar such defects. Many are cannibalistic, and will prey even on their own kind. They are notoriously stupid creatures, who are easily baffled by clever tricks of almost any sort.

ROCK TROLL

Height/Length: 6 1/2–7 feet

Weight: 300-400 + lbs.

Attributes:	STR: 17-19	SPD: 8	DEX: 10	CON: 15-19
	INT: 6-10	WILL: 10	CHA: 4	PER: 10-16

Level: 3-6 + (see Comments)

Alignment: Lawful Evil

Damage: Bite: 1-4, Claw/Fist: 1-6 (+ STR), or as per weapon employed

Special Attributes:
Infra-vision

Armor: As leather armor

Hit Points: 20-50

Comments:
Rare individuals may exceed the sixth level of ability in the following professions: Warrior, Shaman. Rock Trolls are skilled at constructing crude but effective siege engines and fortifications. Sunlight causes them pain, and does 1-6 points of damage per minute of exposure.

SWAMP TROLL

Height/Length: 7-9 ft.

Weight: 500-800 lbs.

Attributes:	STR: 20	SPD: 10	DEX: 10-14	CON: 20
	INT: 8	WILL: 8-14	CHA: 4	PER: 12-16

Level: 4-7

Alignment:

Damage: Bite: 1-8, Claws: 2-16

Special Attributes:
Water breathing
Infra-vision

Armor: As leather armor

Hit Points: 20-38

Comments:
At least 50% of all Swamp Trolls are able to converse in one of the human or humanoid tongues. Unlike other trolls, Swamp Trolls rarely associate with any but their own kind. They are unaffected by daylight, but prefer dwelling in dark and shadowy places. It is not unknown for exceptional individuals of this species to attain heights of up to nine feet.

MOUNTAIN TROLL

Height/Length: 7-9 feet

Weight: 500-700 + lbs.

Attributes:	STR: 21	SPD: 8	DEX: 8-12	CON: 20
	INT: 6	WILL: 11-15	CHA: 4	PER: 8-12

Level: 5-8 + (see Comments)

Alignment: Chaotic Evil

Damage: Bite: 1-6, Claw/Fist: 1-8 (+ STR), or as per weapon employed

Special Attributes:
Hurl boulders (range: 10 ft. x STR, damage: 6-36)
Hurl human-sized prey (damage: 3-24)
Infra-vision

Armor: As leather armor

Hit Points: 30-66

Comments:
Mountain Trolls are occasionally found in the company of Rock Trolls. Some few of these creatures rise to greater than eighth level (all are warriors). Though Mountain Trolls possess infra-vision, they see very poorly in any kind of light, which hurts their eyes.

CAVE TROLL

Height/Length: 10 + feet

Weight: 1,400 + lbs.

Attributes:	STR: 22	SPD: 5	DEX: 7	CON: 22
	INT: 4	WILL: 8	CHA: 2	PER: 16-20

Level: 6-10

Alignment: Chaotic Evil

Damage: Bite: 1-6, Claw/Fist: 2-16 each

Special Attributes:
Sense vibrations (range: 1,000 feet)
Acute sense of smell
Tunneling (5 feet per minute)
Immunity to illusions (see Comments)

Armor: As chain mail

Hit Points: 30-70

Comments:
Cave Trolls are turned to stone by exposure to daylight. As they are blind, Cave Trolls are unaffected by spells of Illusion.

SYLVAN RACES

All of the sylvan races possess the following attributes in common:
- ability to pass through any type of woodland region without leaving discernible tracks or traces
- + 1 saves vs. Perception.

SATYR

Height/Length: 4-5 ft.

Weight: 80-120 lbs.

Attributes:	STR: 8	SPD: 16	DEX: 19	CON: 10
	INT: 12-16	WILL: 6	CHA: 16	PER: 16

Level: 2-3

Alignment: Neutral

Damage: Hooves: 1-6, or as per weapon employed

Special Attributes:
Ability to charm individuals and animals by playing the syrinx pipes (see Comments)
+ 2 saves vs any type of intoxicant

Armor: Unarmored

Hit Points: 8-18

Comments:
The syrinx pipes employed by Satyrs emanate a magical dweomer, and are believed to have certain magical/alchemical properties. For some reason, only Satyrs can use them to charm other creatures.

UNICORN

Height/Length: 5 ft. at shoulder

Weight: 400-600 lbs.

Attributes:	STR: 12	SPD: 22	DEX: 20	CON: 14
	INT: 8	WILL: 20	CHA: 20	PER: 22

Level: 4

Alignment: Chaotic Good

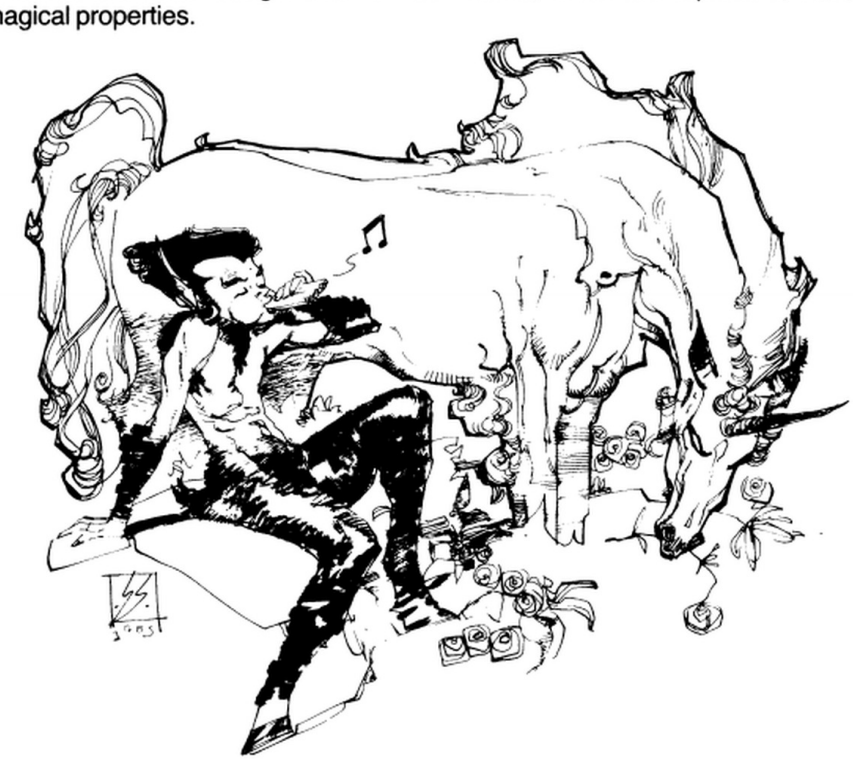
Damage: Horn: 1-10, Hooves: 1-8

Special Attributes:
Ability to sense danger (range: 1 mile)
50% Magic resistance
Immunity to poisons

Armor: Unarmored

Hit Points: 14-34

Comments:
Unicorns are much sought-after for their horns, which are reputed to have magical properties.



GWYLION

Height/Length: 5–5 1/2 ft.

Weight: 80-120 lbs.

Attributes:	STR: 8	SPD: 18	DEX: 16	CON: 10
	INT: 14-16	WILL: 10	CHA: 16	PER: 16

Level: 2-3

Alignment: Chaotic Evil

Damage: Hooves: 1-6, Claws: 1-4, Bite: 1-3

Special Attributes:
Ability to charm by gaze, voice, or by kiss (no save allowed for the latter method)
Ability to concoct magical philtres and elixirs
Spell casting (see Comments)

Armor: Unarmored

Hit Points: 10-20

Comments:
All Gwylion possess some talent for witchcraft, though few are capable of advancing beyond the 5th level of ability in this field.

MALATAUR

Height/Length: 7 ft. at the shoulder

Weight: 1,400 + lbs.

Attributes:	STR: 15-17	SPD: 20	DEX: 16	CON: 12-16
	INT: 10	WILL: 10	CHA: 7	PER: 19

Level: 4-8

Alignment: Chaotic Evil

Damage: Hooves: 1-8, Horns: 1-6, or as per weapon employed

Special Attributes:
None

Armor: Unarmored

Hit Points: 12-36

Comments:
Malataurs are often skilled in the use of the short bow, and may employ spears, daggers, or hand axes. Some few are known to wear leather armor stolen from humanoid victims.

CENTAUR

Height/Length: 8 ft. at the shoulder

Weight: 1,800 + lbs.

Attributes:	STR: 15-18	SPD: 20	DEX: 15	CON: 16
	INT: 12	WILL: 12	CHA: 12-16	PER: 19

Level: 4-8

Alignment: Neutral or Chaotic Good

Damage: Hooves: 1-8, or as per weapon employed

Special Attributes:
None

Armor: Unarmored

Hit Points: 20-44

Comments:
Centaurs are often proficient in the use of the short bow and/or spear.

ARCITENUS

Height/Length: 10 ft. at the shoulder

Weight: 2,800 lbs.

Attributes:	STR: 20	SPD: 16	DEX: 12	CON: 20
	INT: 8	WILL: 10	CHA: 6	PER: 18

Level: 6-10

Alignment:

Damage: Hooves: 2-12, Hands: 1-6, or as per weapon employed

Special Attributes:
Allowed two saves vs any attempt to surprise, ambush, etc.

Armor: Unarmored

Hit Points: 20-50

Comments:
Arciteni often employ heavy clubs in battle. As they have two heads, they may simultaneously engage opponents from the front and rear.

GIANT RACES

All of the giant races have the following attributes in common:
- + 2 (minimum) saves vs Strength
- additional + 1 damage per attack (due to great size).

AESIR

Height/Length: 6'8"-7'10"

Weight: 260-450 + lbs.

Attributes:	STR: 19	SPD: 6-12	DEX: 8-14	CON: 16-18
	INT: 6-14	WILL: 10-18	CHA: 10-18	PER: 10-16

Level: See Comments

Alignment: Any (most are Neutral or Good)

Damage: Fist: 1-6 (+ STR), or as per weapon employed

Special Attributes:
+ 1 damage per attack (due to size) + 2 saves vs Strength

Armor: Unarmored

Hit Points: As per humans

Comments:
Aesir may advance in level as per human characters, and may be skilled in any of the following professions: Warrior, Corsair, Gladiator, Shaman. They are generally too brutish to employ sophisticated missile weapons such as bows and crossbows.

LEMURE

Height/Length: 7-8 ft.

Weight: 350-450 + lbs.

Attributes:	STR: 17-19	SPD: 14-18	DEX: 12-16	CON: 19
	INT: 6-10	WILL: 10	CHA: 6	PER: 18

Level: 3-9

Alignment: Neutral

Damage: Claw/Fist: 1-6 (+ STR), Crushing grip: 2-12 (+ STR) per minute

Special Attributes:
Immunity to venoms and systemic poisons
Move silently: 75%

Armor: As leather armor

Hit Points: 24-44

Comments:
If their lairs are seriously threatened, Lemures will attack in groups (adult males and females).

YETI

Height/Length: 7-8 feet

Weight: 400-500 + lbs.

Attributes:	STR: 20	SPD: 16	DEX: 16	CON: 20
	INT: 8-12	WILL: 10-14	CHA: 2	PER: 18

Level: 4-8

Alignment: Chaotic Evil

Damage: Bite: 1-8, Claws: 1-8 (+ STR), Leaping attack: 2-12 (see Comments)

Special Attributes:
Immunity to cold (fire does 2x damage)
Immunity to poison
Move silently: 95%
Berserk rage (2x attacks if wounded past 75% of total hit points) Terrifying shriek (save vs WILL or flee in panic for 1-10 minutes)

Armor: As leather armor

Hit Points: 25-45

Comments:
Yeti attack by leaping at or pouncing upon prey whenever possible. Such attacks cause victims to save vs Strength or be knocked to the ground.

FOMORIAN

Height/Length: 7-8 feet

Weight: 400-600 + lbs.

Attributes:	STR: 20	SPD: 6-10	DEX: 4-10	CON: 16-20
	INT: 6-12	WILL: 4-10	CHA: 7	PER: 8-12

Level: 4-10

Alignment: Lawful Evil

Damage: Fist: 1-6 (+ STR), Horns: 1-8, or as per weapon employed

Special Attributes:
Detect invisible (via central eye) Possible skills: Seamanship, Swimming, Thieves' cant, Appraise treasure, Street fighting

Armor: Unarmored

Hit Points: 20-56 +

Comments:
Fomorians are skilled ship-builders and sailors. Most are Corsairs or Warriors by trade. Like most of the giant races, Fomorians are too brutish to employ sophisticated missile weaponry.

AEGIR

Height/Length: 10-12 feet

Weight: 1,800-2,400 lbs.

Attributes:	STR: 21	SPD: 8	DEX: 10	CON: 20
	INT: 5	WILL: 6-12	CHA: 3	PER: 10-16

Level: 8-12

Alignment: Chaotic Evil

Damage: Bite: 1-8, Claw/Fist: 1-8 (+ STR), Horns: 1-8, or as per weapon employed (see Comments)

Special Attributes:
Powerful swimmers

Armor: As leather armor

Hit Points: 30-70

Comments:
Aegir can easily stay submerged for up to 1 hour without needing to breathe. Though most Aegir attack by grasping prey and dragging them below the water, some are said to employ crude clubs, spears, or nets.

CYCLOPS

Height/Length: 8-10 feet

Weight: 1,000-1,300 lbs.

Attributes:	STR: 20	SPD: 8-12	DEX: 10	CON: 19
	INT: 7	WILL: 10-16	CHA: 5	PER: 8

Level: 6-10

Alignment: Chaotic Evil

Damage: Bite: 1-6, Claw/Fist: 1-8 (+ STR), or as per weapon employed

Special Attributes:
Hurling boulders (range: approximately 100 ft., damage: 4-24)

Armor: As leather armor

Hit Points: 30-56

Comments:
Cyclops often have poor vision, especially peripherally.

JOTUN

Height/Length: 12 feet

Weight: 2,000 + lbs.

Attributes:	STR: 22	SPD: 10	DEX: 12	CON: 22
	INT: 12	WILL: 14-16	CHA: 8	PER: 12-16

Level: 6-16

Alignment: Lawful Evil or Chaotic Evil (see Comments)

Damage: Fist: 1-8 (+ STR), or as per weapon employed

Special Attributes:
Immunity to cold (fire does + 50% damage)

Armor: Unarmored

Hit Points: 30-70 +

Comments:
The more savage species of Jotun are generally Chaotic in nature. All Jotun are either Warriors or Corsairs by profession.

THE HUMANOID RACES

DRUAS

Height/Length: 5'4"-6'2"

Weight: 80-170 lbs.

Attributes:	STR: 6-16	SPD: 6-18	DEX: 6-18	CON: 6-16
	INT: 6-18	WILL: 13-19	CHA: 6-16	PER: 13-19

Level: Any

Alignment: Neutral

Damage: As per weapon employed

Special Attributes:
Infra-vision
Sending (see Comments)
+ 2 saves vs PER
+ 1 saves vs WILL

Armor: Unarmored

Hit Points: As per human characters

Comments:
Sending is the psychic ability to relay a telepathic message (to one person only) of up to seven words. Druas may only use this ability once per day. Range is unlimited, though sending is not possible between different dimensions. Professions open to Druas include: Bounty Hunter, Warrior, Monk, Martial Artist, Mystic, Rogue, Witch Hunter, Wizard, Hunter, and Witch.

DWARF

Height/Length: 4 - 5 ft.

Weight: 100-160 lbs.

Attributes:	STR: 18	SPD: 16	DEX: 16	CON: 19
	INT: 18	WILL: 18	CHA: 16	PER: 18

Level: 1 +

Alignment: Any

Damage: As per weapon employed

Special Attributes:
Infra Vision
Identify rocks and minerals (95%)
Detect unsafe stonework (save vs INT)
+ 1 saves vs CON

Armor: Unarmored

Hit Points: Variable

Comments:
All dwarves are able to communicate in Dark Tongue, an ancient language spoken by many of the subterranean races. They have a natural talent for mining and stone cutting, and may excel at these two professions.

ELF

Height/Length: 5 - 6'

Weight: 90-160 lbs.

Attributes:	STR: 16	SPD: 18	DEX: 19	CON: 15
	INT: 18	WILL: 16	CHA: 18	PER: 19

Level: + 1

Alignment: Any

Damage: As per weapon employed

Special Attributes:
Infra Vision
+ 1 saves vs DEX, CHA, PER
+ 2 saves vs Sidhe magics

Armor: Unarmored

Hit Points: Variable

Comments:
All elves are able to communicate in Sylvan, the language of the Sidhe and Sylvan races. They have a natural affinity for magic, and many elves are members of one of the magical professions.

NETHERMAN

Height/Length: 5½-6½ ft.

Weight: 150-250 lbs.

Attributes:	STR: 10-18	SPD: 6-18	DEX: 6-16	CON: 10-18
	INT: 5-15	WILL: 5-15	CHA: 4-14	PER: 8-18

Level: Any

Alignment: Variable; most are Neutral or Evil

Damage: As per weapon employed

Special Attributes:
Infra-vision (95% chance of possessing this ability) + 1 saves vs STR

Armor: Unarmored

Hit Points: As per human characters

Comments:
Nethermen may be skilled in the following professions: Assassin, Shaman, Gladiator, Rogue, Corsair, Hunter, Bounty Hunter, Spy, Warrior.

MAKARA

Height/Length: 6-7 ft.

Weight: 180-260 + lbs.

Attributes:	STR: 9-19	SPD: 6-18	DEX: 6-16	CON: 9-19
	INT: 6-14	WILL: 6-16	CHA: 4-12	PER: 6-16

Level: 1-12 +

Alignment: Lawful Evil

Damage: Claws: 1-4 (+ STR) each, Bite: 1-3, or as per weapon employed

Special Attributes:
Empathic communication (range unknown)
Water breathing

Armor: As leather armor

Hit Points: 10-60 +

Comments:
Makara can survive out of water for approximately one hour. They may either be Warriors, Witch Doctors, or Shamans by trade.

ZEPHYR

Height/Length: 5-6 ft.

Weight: 80-120 lbs.

Attributes:	STR: 6-14	SPD: 6-18	DEX: 6-18	CON: 4-14
	INT: 6-18	WILL: 6-16	CHA: 9-19	PER: 9-19

Level: Any

Alignment: Neutral

Damage: As per weapon employed

Special Attributes:
Flight
Keen eyesight (see fine details up to 1 mile away)
+ 1 to hit with missile weapons
+ 1 saves vs PER and CHA

Armor: Unarmored

Hit Points: As per human characters

Comments:
Zephyr cannot fly if wounded for more than 2/3 of their total hit points.

AHL-AT-RAB

Height/Length: 6 1/2–7 ft.

Weight: 200-300 + lbs.

Attributes:	STR: 15-19	SPD: 6-12	DEX: 6-12	CON: 20
	INT: 6-12	WILL: 8-16	CHA: 2-12	PER: 8-16

Level: 1-12 +

Alignment: Lawful Evil

Damage: Claws: 1-4 (+ STR) each, Bite: 1-4, or as per weapon employed

Special Attributes:
Communicate with all reptilian species
Can survive without water (up to 14 days)
Cold slows movement (SPD & DEX) by 1/2

Armor: As leather armor

Hit Points: 20-60 +

Comments:
Ahl-At-Rab revere the serpent goddess, Tiamat. They consider the Naga to be akin to demi-gods. Ahl-At-Rab may either be Warriors or Shamans (their Power Animals will always be serpents).

NAGA/NAGARAJA

Height/Length: 6 ft. (Naga), 10 ft. (Nagaraja)

Weight: 140-180 (Naga), 300-400 + (Nagaraja)

Attributes:	STR: 11-17	SPD: 8-16	DEX: 6-16	CON: 10-18
	INT: 10-18	WILL: 8-16	CHA: 2-16	PER: 11-19

Level: 1-8 + (see Comments)

Alignment: Lawful Evil

Damage: All: as per weapon employed; Nagaraja: Tail: 2-12 (constriction, per round)

Special Attributes:
Spell casting
Empathic communication with reptilians (range: unknown)
Nagaraja: control reptilians (range: 20 ft.; save vs WILL to resist)
Cold causes sluggishness (-1 penalty on all saves and attacks)
Venomous bite (10% of Naga population; damage as per a cobra)

Armor: Unarmored

Hit Points: 12-32 +

Comments:
Ancient Naga and Nagaraja may exceed the 8th level of ability. They may be Warriors, Priests, Witches, Witch Hunters, or Necromancers.

TRITON

Height/Length: 5 1/2–6 1/2 ft.

Weight: 120-180 lbs.

Attributes:	STR: 8-18	SPD: 13-19	DEX: 10-18	CON: 8-16
	INT: 10-18	WILL: 10-18	CHA: 8-18	PER: 13-19

Level: 1-8 (see Comments)

Alignment: Neutral

Damage: As per weapon employed

Special Attributes:
Water breathing
Telepathy (range: 100 ft.)

Armor: Unarmored

Hit Points: 10-40 +

Comments:
Though the normal range of ability for Tritons is 1-8, certain individuals occasionally rise beyond this plateau. Tritons can survive out of water for approximately one hour. Professions open to Tritons include Warrior, Priest, Rogue, Witch, Scholar, Spy, and Paladin.

KORUPIRA

Height/Length: 5 1/2–6 1/2 ft.

Weight: 125-185 lbs.

Attributes:	STR: 12-18	SPD: 15-19	DEX: 15-19	CON: 8-16
	INT: 15-19	WILL: 10-16	CHA: 8-16	PER: 16-20

Level: 2-8 +

Alignment: Chaotic Evil

Damage: Claws: 1-6 (+ STR) each, Bite: 1-4

Special Attributes:
See in any type of darkness
90% undetectable in darkness
Mimic any sound
Scale walls (95%)

Armor: Unarmored

Hit Points: 10-30 +

Comments:
Korupira are very clever, and will often hatch ingenious plots in order to enable them to snare prey.

WERE-CREATURES

All Were-Creatures have the following attributes in common:
- immunity to spells of influence or control
- harmed only by silver or magical weaponry.

WEREBAT

Height/Length: 6 ft.

Weight: 140-160 lbs.

Attributes:	STR: 12-16	SPD: 15-19	DEX: 15-19	CON: 12-14
	INT: 10-16	WILL: 10-14	CHA: 4	PER: 19

Level: 2-6 +

Alignment: Chaotic Evil

Damage: Bite: 1-4 (+ 1-4 blood drain per minute), Claws: 1-6 (+ STR) each

Special Attributes:
Flight
Move silently (90%)
Sonar: navigate in darkness of any kind, detect prey up to 1,000 ft., avoid obstacles
Immunity to illusion

Armor: As leather

Hit Points: 16-36

Comments:
Unlike other lycanthropes, Werebats are often encountered in groups (2-20 is the usual range).

WERECAT

Height/Length: 6 + ft.

Weight: 180 + lbs.

Attributes:	STR: 16-18	SPD: 17-19	DEX: 15-19	CON: 15
	INT: 8-12	WILL: 8-18	CHA: 10	PER: 19

Level: 4-6

Alignment: Neutral

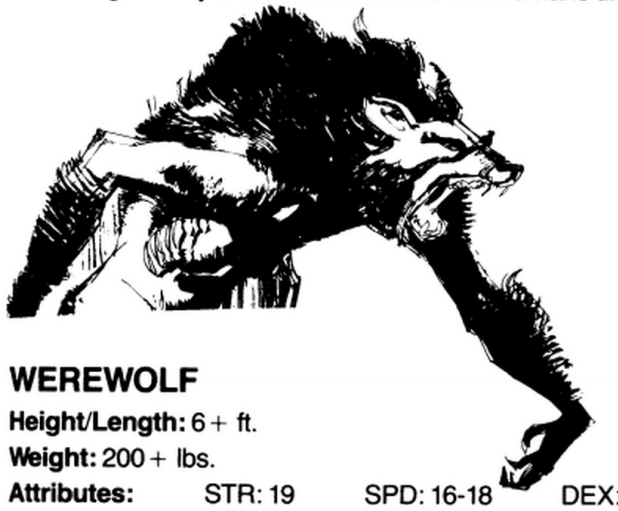
Damage: Bite: 1-6, Claws: 1-6 (+ STR) each

Special Attributes:
Track prey by scent (80%)
Regenerate 1 point of damage per minute

Armor: As leather armor

Hit Points: 20-40

Comments:
Werecats generally avoid confrontations with humans unless driven by hunger.



WEREWOLF

Height/Length: 6 + ft.

Weight: 200 + lbs.

Attributes:	STR: 19	SPD: 16-18	DEX: 16	CON: 16
	INT: 8-12	WILL: 8-18	CHA: 5	PER: 19

Level: 5-7

Alignment: Chaotic Evil

Damage: Bite: 1-8, Claws: 1-6 (+ STR) each

Special Attributes:
Track prey by scent (75%)
Regenerate 1 point of damage per minute

Armor: As leather

Hit Points: 24-48 +

Comments:
Werewolves possess a bestial cunning, and will often follow prey for long distances, waiting for an opportune moment to strike.

WEREBOAR

Height/Length: 6–6 1/2 ft.

Weight: 250-350 lbs.

Attributes:	STR: 20	SPD: 14-16	DEX: 12-16	CON: 19
	INT: 6-10	WILL: 10-16	CHA: 2	PER: 12-16

Level: 6-8 +

Alignment: Chaotic Evil

Damage: Tusks: 2-16, Claws: 1-6 (+ STR) each

Special Attributes:
Detect prey by scent (75%, range: 100 ft.)
Charge (see Comments)

Armor: As leather armor

Hit Points: 30-46 +

Comments:
Wereboars will always charge opponents on the initial round of any combat. A successful tusk attack following such a move will knock down any human-sized opponent and do double the usual damage.

WEREBEAR

Height/Length: 7-8 ft.

Weight: 600-700 lbs.

Attributes:	STR: 21	SPD: 12-16	DEX: 15	CON: 20
	INT: 8-12	WILL: 14-18	CHA: 6	PER: 14-16

Level: 7-9 +

Alignment: Neutral

Damage: Bite: 1-8, Claws: 1-8 (+ STR) each, Hug: 2-20 (see Comments)

Special Attributes:
Regenerate 2 points of damage per minute
Unaffected by wolfbane

Armor: As leather armor

Points: 30-50 +

Comments:
Werebears will attempt to crush prey in their massive arms anytime they successfully execute two claw attacks in a given round of combat.

MAGICAL HYBRIDS AND CONSTRUCTS

GRIFFON

Height/Length: 10 ft.
Weight:
Attributes: STR: 19 SPD: 15 DEX: 10 CON: 19
INT: 8 WILL: 12 CHA: 6 PER: 19
Level: 2-6
Alignment: Neutral
Damage: Bite: 1-10, Claws: 1-6 each
Special Attributes:
Flight
Hawk-like vision
Armor: As leather armor
Hit Points: 10-40 +
Comments:
Griffon have wingspans exceeding 30 feet in breadth.

MANTICORE

Height/Length: 10 ft.
Weight: 2,500 + lbs.
Attributes: STR: 18 SPD: 12 DEX: 10 CON: 19
INT: 5 WILL: 10 CHA: 5 PER: 18
Level: 3-7
Alignment: Chaotic Evil
Damage: Claws: 1-6 each, Tail (battering attack): 2-16, Each tail spike: 1-4
Special Attributes:
Immune to fear
Ability to throw tail spikes (see Comments)
Flight (see Comments)
Armor: As leather armor
Hit Points: 20-44
Comments:
Manticores usually possess up to 12 tail spikes. They may release as many at a time as desired. Effective range is perhaps as much as 30 ft. Manticores are strong flyers, but have little maneuverability in the air and are not especially swift.

NEMEAN LION

Length: 11 ft.
Weight: 2,000 lbs.
Attributes: STR: 16 SPD: 14 DEX: 15 CON: 18
INT: 2 WILL: 6 CHA: 3 PER: 16
Level: 4-6
Alignment: Neutral
Damage: Bite: 2-12, Claws: 1-8 each
Special Attributes:
Completely immune to non-magical weaponry
Tracking (by scent; 80%)
Armor: As leather armor + 1
Hit Points: 24-44
Comments:
The hide of the Nemean Lion is often sought for its magical properties.

ERYMANTHIAN BOAR

Length: 14 ft.
Weight: 4,500 lbs.
Attributes: STR: 19 SPD: 12 DEX: 6 CON: 20
INT: 5 WILL: 10 CHA: 2 PER: 18
Level: 4-8
Alignment: Neutral
Damage: Tusks: 2-16, Hooves (trample): 4-24
Special Attributes:
Knockdown: save vs DEX or victim of any tusk attack is knocked down and subject to a trampling attack
Berserker rage: if wounded beyond 75% of total hit points,
Erymanthian Boars will go into a berserk rage (double all tusk attacks)
Armor: As leather armor
Hit Points: 30-50 +
Comments:
The tusks of these immense creatures often bring as much as 50 gold pieces each in some regions, and are said to be useful in the making of certain alchemical mixtures.

CHIMERA

Height/Length: 11 ft.
Weight: 2,000-3,000 lbs.
Attributes: STR: 18 SPD: 15 DEX: 8 CON: 20
INT: 3 WILL: 10 CHA: 2 PER: 16
Level: 4-8
Alignment: Chaotic Evil
Damage: Bite: 1-8, Horns: 2-12, Claws: 1-6 each
Special Attributes:
Flight
Fiery breath (damage: 2-12, range: 20 ft.)
Immolation (damage: 1-8 per minute, range: 5 ft. radius; see Comments)
Armor: As leather armor
Hit Points: 30-56
Comments:
While Chimera can burst into flame at will, they can only remain aflame for 2-20 minutes at a time, after which they may not use this ability again for up to one hour.

MACHINA

Height/Length: Variable
Weight: Variable
Attributes: STR: 19 SPD: 10 DEX: 10 CON: 20
INT: 1 WILL: 1 CHA: 1 PER: 10
Level: See Comments
Alignment: Neutral
Damage: See Special Attributes
Special Attributes:
Immune to non-magical weapons, poisons, heat, cold, and control spells
Automaton: Capable of retaining vast stores of information
Iron Horse: Carry 5,000 lbs. running, 10,000 lbs. walking; no attacks
Iron Winged Horse: As per Iron Horse, plus flight
Iron Cobra: Bite: 1-8 (+ poison); optional: "Spit" poison (range: 10 ft.)
Iron Constrictor: Constriction: 1-12 per minute
Iron Spider: Bite: 1-8 (+ poison); optional: Web-spinning
Iron Scorpion: Tail: 1-8 (+ poison), Bite: 1-6
Iron Dragon: Fiery breath: 3-30, Bite: 2-20, Claws: 1-8 each; optional: Flight
Armor: See Comments
Hit Points: See Comments
Comments:

Type	Level	Armor	Hit Points
Iron Horse/Winged Horse	6	As plate mail	30-40*
Iron Cobra/Constrictor	8	As chain mail	30
Iron Spider/Scorpion	8	As chain mail	30
Iron Dragon	12	As plate mail	50-60
Automaton	7	As chain mail	40

*Winged Iron Horses cannot fly if damaged beyond 75% of total Hit Points.

NOTE: Electrical attacks do full damage to Machina, and are 20% likely to jam the internal mechanisms of these devices, causing a malfunction (type determined by Game Judge).

GOLEM

Height/Length: 7-12 + ft.

Weight: Varies according to size, type (see Comments)

Attributes:	STR: 20	SPD: 5	DEX: 4	CON: 20
	INT: 1	WILL: 1	CHA: 1	PER: 10

Level: See Comments

Alignment: Neutral

Damage: See Comments

Special Attributes:
Clay : Affected only by spells of earth
Stone: Affected only by spells of stone
Metal: Affected only by electrical energy
Necromantic: May be controlled (via the use of a graven image) at unlimited distances
All types: Immune to non-magical weapons, control spells, illusions, poisons of any type, and most common magics

Armor: See Comments

Hit Points: See Comments

Comments:

Type	Level	Weight(per ft.)	Damage	Armor	Hit Pts.
Clay	10	200 lbs.	Fists: 3-24	Leather	40-56 +
Stone	12	360 lbs.	Fists: 3-30	Chain mail	50-66 +
Metal	14	450 lbs.	Fists: 3-36	Plate mail	60-80 +
Necromantic	8	40 lbs.	Strangle: 3-18	Unarmored	30-46 +

LIVING STATUE

Height/Length: Any

Weight: 360 lbs. per ft. of height

Attributes:	STR: 20	SPD: 6	DEX: 6	CON: 20
	INT: 1	WILL: 1	CHA: 1	PER: 10

Level: 12

Alignment: Neutral

Damage: As per the type of creature the Statue resembles, x2

Special Attributes:
As per Stone Golems (also: see Comments)

Armor: As chain mail

Hit Points: 50-70 +

Comments:
Living Statues may be made to resemble almost any type of being or creature. Those sculpted to resemble avians can be magically or alchemically embued with powers of flight.

HOMONCULOUS

Height/Length: Variable

Weight: Variable

Attributes: Variable (See Comments)

Level: Variable, by type

Alignment: Neutral, or as desired by its creator

Damage: Variable, according to physical make-up

Special Attributes:
Immune to control spells, poisons, or potions of any sort Healing spells are only 1/2 as effective when used on Homonculi

Armor: Variable

Hit Points: Variable

Comments:
All physical and mental attributes for Homonculi are determined by averaging the Height, Weight, Attributes, Level, Armor, and Hit Points of all the creature components employed in its creation. (See THE ARCANUM for details.) Damage is according to the creature components used.

ANDAMAN

Height/Length: 5'10"-6'6"

Weight: 140-240 lbs.

Attributes:	STR: 6-18	SPD: 15-19	DEX: 14-18	CON: 8-18
	INT: 6-14	WILL: 8-14	CHA: 2-16	PER: 15-19

Level: Any

Alignment: Variable

Damage: Bite: 1-4, Claws: 1-3 each, or as per weapon employed

Special Attributes:
Night vision
Leap (up to 12 ft.)
Keen hearing
Tracking by scent (75%)
+ 1 saves vs SPD, PER

Armor: Unarmored

Hit Points: As per human characters

Comments:
All Andaman are capable of speaking the language of the animal type which they resemble. Andaman may be skilled in the following professions: Beastmaster, Hunter, Rogue, Gladiator, Corsair, Bounty Hunter, Spy, Warrior.

MONSTROSITIES AND ODDITIES

ALICANTO

Height/Length: 2-3 ft.

Weight: 20-30 lbs.

Attributes:	STR: 2	SPD: 16	DEX: 16	CON: 10
	INT: 6	WILL: 10	CHA: 2	PER: 19

Level: 1-2

Alignment: Neutral

Damage: Beak: 1-3

Special Attributes:
Detect silver or gold (range: 100 ft.)
Flight (see Comments)

Armor: Unarmored

Hit Points: 10-16

Comments:
Alicanto are erratic flyers who often bump into trees and other obstacles. They rarely can achieve altitudes of greater than 20-30 ft.

ACEPHALOS

Height/Length: 4-6 ft.

Weight: 40-60 lbs.

Attributes:	STR: 8	SPD: 15	DEX: 16	CON: 10
	INT: 2	WILL: 2	CHA: 1	PER: 12

Level: 1-4

Alignment: Neutral

Damage: Bite: 1-4 (plus 1-6 blood drain per minute)

Special Attributes:
Surprise victims 85% of the time
Bite causes disease (65% chance)

Armor: Unarmored

Hit Points: 5-20

Comments:
Removing an Acephalos' barbed fangs from a victim will usually do an additional 1-3 points of damage.

HANTU

Height/Length: 6½-7½ ft.

Weight: 150-350 lbs.

Attributes:	STR: 13-19	SPD: 6-18	DEX: 6-16	CON: 6-18
	INT: 6-16	WILL: 4-12	CHA: 1-10	PER: 18

Level: 2-16

Alignment: Chaotic Evil

Damage: Bite: 1-6, Claws: 1-6 + STR each (see Special Attributes)

Special Attributes:
Arzori: Scream causes insanity (save vs WILL to resist)
Mada: Touch withers plants, ages living creatures by 10 years (save vs CON to resist)
Mahrkusha: Touch does additional 1-6 points of cold damage; Immune to cold
Mytru: Touch causes death (save vs CON to resist)
Namtaru: Bite causes disease (fatal in 2-24 hours, save vs CON to recover)
Nhang: Water breathing
Ravanna: Four claw attacks
All: see Comments

Armor: As leather armor

Hit Points: 4-6 per level

Comments:
Most Hantu are winged, though all are poor flyers. They are immune to poisons and non-magical weapons. Hantu despise (and fear) both demons and devils.

HIPPOCAMPUS

Height/Length: 8 ft.

Weight: 1,600-2,000 lbs.

Attributes:	STR: 18	SPD: 20	DEX: 16	CON: 16
	INT: 8	WILL: 15	CHA: 15	PER: 19

Level: 3-5

Alignment: Neutral

Damage: Tail: 2-12 (battering)

Special Attributes:
Water breathing (cannot live for longer than 10 minutes out of water)

Armor: As chain mail

Hit Points: 20-30

Comments:
Hippocampi are much prized as steeds and can bring prices of 2,000 gold pieces and up in certain regions.

PHOENIX

Height/Length: 8 ft.

Weight: ?

Attributes:	STR: 10	SPD: 22	DEX: 19	CON: 20
	INT: 10	WILL: 20	CHA: 10	PER: 22

Level: 3-6

Alignment: Neutral

Damage: Claws: 2-12

Special Attributes:
Immolation (2-24 points of damage, range: 10 ft. radius) at will
Immune to fire, heat

Armor: Unarmored

Hit Points: 20-50

Comments:
Phoenix are intelligent enough to shun men, who occasionally hunt them for their valuable feathers, each of which may command up to 200 gold pieces (a single Phoenix may yield as many as 1-6 dozen saleable feathers).

SPHINX

Length: 12 ft.

Weight: 2,000 + lbs.

Attributes:	STR: 20	SPD: 12	DEX: 10	CON: 20
	INT: 19	WILL: 20	CHA: 10-18	PER: 20

Level: 4-10

Alignment:

Damage: Claws: 1-8 (+ STR) each (see Comments), Bite: 1-6

Special Attributes:
Immunity to control spells
Flight

Armor: Unarmored

Hit Points: 40-100

Comments:
A Sphinx may attack with all four of its claws by hovering in air. Perhaps as many as one in four sphinxes know a few spells of Enchantment, though Sphinxes possessing greater than 5th level ability in the magical arts are quite rare.

ROC

Height/Length: 60 ft.

Weight: 16,000 lbs.

Attributes:	STR: 20	SPD: 15	DEX: 5	CON: 22
	INT: 4	WILL: 10	CHA: 6	PER: 19

Level: 7-9

Alignment: Neutral

Damage: Bite: 3-18, Talons: 2-16 each

Special Attributes:
Flight
Carry off up to elephant-sized prey on any roll of 18-20 on a d20

Armor: As leather armor

Hit Points: 30-56

Comments:
Rocs' eggs bring up to 1,000 gold pieces in some regions, though a scant 25% of such eggs will actually hatch once removed from their nests.

BASILISK

Height/Length: 10 ft.

Weight: 1400-2000 lbs.

Attributes:	STR: 16	SPD: 8	DEX: 8	CON: 19
	INT: 2	WILL: 16	CHA: 10	PER: 16

Level: 8-12

Alignment: Neutral

Damage: Bite: 1-10, Claws: 1-6 each (up to three claw attacks per round)

Special Attributes:
Petrification by Gaze (save vs WILL once per each round when facing a Basilisk at ranges of 10 feet or less)
Touch causes death (save vs CON or touch is fatal)
Immune to venoms and poisons

Armor: As plate armor

Hit Points: 40-60 +

Comments:
Basilisks' eyes have magical and alchemical properties, and so are much sought after in certain regions.

KRAKEN

Height/Length: 80 + ft.

Weight: 24,000 lbs.

Attributes:	STR: 23	SPD: 14	DEX: 14	CON: 20
	INT: 10-16	WILL: 16	CHA: 8	PER: 15

Level: 12-18

Alignment: Chaotic Evil

Damage: Beak: 2-20, Tentacles: 3-24 (constriction) per minute each (12 tentacles in all)

Special Attributes:
Ink cloud: impairs visibility underwater (1000x1000x1000 ft. area)

Armor: Unarmored

Hit Points: 100-120 (see Comments)

Comments:
Kraken ink is much sought after by spell casters, who use it in the making of various magical inks and dyes. A Kraken tentacle is either severed or rendered useless by any edged weapon doing 12 or more points of damage.

BEHEMOTH

Height/Length: 100-140 ft.

Weight: Over 20 tons

Attributes:	STR: 24	SPD: 4	DEX: 4	CON: 24
	INT: 2	WILL: 2	CHA: 1	PER: 4

Level: 14-18

Alignment: Neutral

Damage: Bite: 2-24, Claws: 2-20, Tail: 3-30, Trample underfoot: 4-40

Special Attributes:
Swallow human-sized prey on any roll of 20 on a d20 Immune to control spells
Cold does + 50% damage

Armor: As plate mail

Hit Points: 100-124

Comments:
A sleeping Behemoth may be awakened by loud noises, a sudden increase in temperature (in the creature's immediate vicinity), or by adjacent (500 ft. proximity) underground excavation.

LEVIATHAN

Height/Length: 200-300 ft.

Weight: Over 60 tons

Attributes:	STR: 24	SPD: 8	DEX: 8	CON: 24
	INT: 6	WILL: 15	CHA: 2	PER: 16

Level: 16-20

Alignment: Neutral

Damage: Bite: 2-20, Claws: 3-24 each, Tail: 3-36

Special Attributes:
Swallow up to horse-sized prey on any roll of 19 or 20 on a d20

Armor: Shell: plate + 6, Hide: as leather armor

Hit Points: 140-180 +

Comments:
Leviathans attack Kraken on sight.

THE DRAGON RACES

WYRRM

Height/Length: 10-20 ft.

Weight: 1,000-2,000 + lbs.

Attributes:	STR: 16	SPD: 14	DEX: 10	CON: 19
	INT: 4	WILL: 12	CHA: 4	PER: 16

Level: 2-8

Alignment: Chaotic Evil

Damage: Bite: 2-16, Constriction: 2-12 per minute

Special Attributes:
Burrowing: 10 feet per minute

Armor: As plate mail

Hit Points: 15-35

Comments:
The chitenous carapaces of Wyrrms are said to be useful in the making of high-quality shields. A typical Wyrrm will yield materials sufficient to create 1-2 shields.

WYVERN

Height/Length: 12 ft.

Weight: 1,000-1,500 lbs.

Attributes:	STR: 15	SPD: 16	DEX: 16	CON: 17
	INT: 4	WILL: 10	CHA: 5	PER: 16

Level: 4-8

Alignment: Neutral

Damage: Bite: 1-10, Claws: 1-6, Tail Stinger: 1-4 + Poison (see Comments)

Special Attributes:
Fire breathing: 1x per day; damage: 2-12
Flight

Armor: As chain mail

Hit Points: 20-36

Comments:
Young Wyverns may be trained as steeds, and can bring upwards of 2,000 gold pieces in certain places.

HYDRA

Height/Length: Up to 25 ft.

Weight: 8,000-12,000 + lbs.

Attributes:	STR: 17	SPD: 5	DEX: 8	CON: 19
	INT: 4	WILL: 14	CHA: 5	PER: 16

Level: Special (see Comments)

Alignment: Neutral

Damage: Bite: 1-8 each, Claws: 1-6

Special Attributes:
Pyrohydra: Fire breathing, once per day (damage: 2-12 per head)
Aquahydra: Water breathing
All species: Regenerate 1 h.p. per minute, lost appendages in 2-7 days

Armor: As chain mail

Hit Points: 4-6 per level

Comments:
A Hydra's level is equal to the number of heads it possesses. Hydra young are two-headed at birth, and grow an additional head every 1-4 years. Each of a Hydra's heads is capable of attacking independently.

OURANABAD

Height/Length: Up to 30 ft.

Weight: 10,000-12,000 lbs.

Attributes:	STR: 17	SPD: 12	DEX: 12	CON: 19
	INT: 5	WILL: 14	CHA: 6	PER: 17

Level: As per Hydra

Alignment: Neutral

Damage: Bite: 1-10 each, Claws: 1-6

Special Attributes:
Flight
Regenerate 1 h.p. per minute, lost appendages in 2-7 days

Armor: As chain mail

Hit Points: 5-7 per level

Comments:
See Hydra.

FIREDRAKE

Height/Length: Up to 35 ft.

Weight: 10,000-14,000 lbs.

Attributes:	STR: 18	SPD: 10	DEX: 10	CON: 20
	INT: 16	WILL: 18	CHA: 15	PER: 12

Level: 6-10

Alignment: Chaotic Evil

Damage: Bite: 1-12, Claws: 1-8, Tail: 2-16 (bludgeoning)

Special Attributes:
Fire breathing (2x per day; damage: 1-8 per level)
Mesmerize (range: 20 ft.; save vs WILL to resist)

Armor: As plate mail

Hit Points: 25-65

Comments:
25% of all Firedrakes are capable of speech.

SEA DRAGON

Height/Length: Up to 40 ft.

Weight: 12,000-16,000 lbs.

Attributes:	STR: 19	SPD: 14	DEX: 12	CON: 19
	INT: 14	WILL: 10	CHA: 6	PER: 16

Level: 8-12

Alignment: Chaotic Evil

Damage: Bite: 2-16, Claws: 1-8, Tail: 2-16 (bludgeoning)

Special Attributes:
Ram (vs sea vessels; damage: d6 per level)
Capsize (vs small craft; 10% chance per level)

Armor: As scale mail

Hit Points: 30-70

Comments:
The scales of a Sea Dragon may be used to make high quality scale mail. A typical Sea Dragon hide will yield sufficient scales to make 1-4 human-sized suits of mail.

EASTERN DRAGON

Height/Length: Up to 50 ft.

Weight: 13,000-15,000 lbs.

Attributes:	STR: 20	SPD: 15	DEX: 15	CON: 20
	INT: 19	WILL: 19	CHA: 15	PER: 19

Level: 10-14

Alignment: Neutral

Damage: Bite: 2-16, Claws: 1-10

Special Attributes:
Fire breathing (3x per day; damage: 1-8 per level)
Read magic
Spell casting (see Comments)

Armor: As plate armor

Hit Points: 35-75

Comments:
All Eastern Dragons are capable of casting spells of Mysticism; level of spell casting ability is generally equivalent to the creature's level divided by two. All Eastern Dragons are capable of speech.

GREAT DRAGON

Height/Length: Up to 60 ft.

Weight: 15,000-20,000 lbs.

Attributes:	STR: 20	SPD: 10	DEX: 10	CON: 20
	INT: 16	WILL: 19	CHA: 16	PER: 15

Level: 10-18

Alignment: Chaotic Evil

Damage: Bite: 3-36, Claws: 2-16, Tail: 2-20 (bludgeoning)

Special Attributes:
Breath: Fire, 3x per day (damage: 108 per level); Smoke, 3x per day (obscures vision); area of effect is a 40 ft. radius circle Gaze causes fear (save vs WILL or "frozen" with fear for 1-4 minutes)
Spell casting (see Comments)

Armor: As plate mail + 1

Hit Points: 40-80 +

Comments:
65% of all Great Dragons are capable of casting spells of Enchantment; level of spell casting ability is generally equivalent to the creature's level divided by two.

UNDEAD

All undead have the following attributes in common:
- can be turned by practitioners of divine magic or mysticism
- can be turned or mastered by necromancers
- non-corporeal undead are capable of "possessing" the physical form of any living creature (save vs WILL to resist)
- immunity to poisons, curses, and death magic
- immune to magical influence (except turning) when under the control of any practitioner of Black Magic
- harmed by Holy water (1-10 damage)

SKELETON

Height/Length: As per type

Weight: Approximately 1/4 of similar, living creature

Attributes:	STR: 15	SPD: 10	DEX: 8	CON: 16
	INT: 6	WILL: 1	CHA: 2	PER: 12

Level: 1 + (see Comments)

Alignment: Neutral

Damage: As per weapon employed

Special Attributes:
Non-magical edged weaponry does only ½ damage (blunt/bashing weapons do full damage)

Armor: As leather armor (or as per armor worn)

Hit Points: 3 per level

Comments:
Skeletons vary in level according to the type and level of creature/being whose bones they have been created from. Generally speaking, a skeleton's level will be ½ what it was while still alive. The change to skeletal form will typically add 1-2 points to the creature's original STR score, and reduce DEX, CHA, and INT by about 50%. WILL is always reduced to 1.

ZOMBIE

Height/Length: As per type

Weight: As per type, minus 10-20%

Attributes:	STR: 16	SPD: 5	DEX: 5	CON: 10
	INT: 1	WILL: 1	CHA: 1	PER: 10

Level: Varies (see Comments)

Alignment: Neutral

Damage: Strangle: 1-6 (+ STR), or Bite (as per type)

Special Attributes:
Edged weaponry does ½ damage

Armor: Unarmored

Hit Points: 4 per level

Comments:
Zombies can be created from almost any type of creature. The change to zombie form always reduces SPD and DEX to a maximum of 5, and lowers INT, WILL, and CHA to 1. STR is typically increased by 1-4 points. A Zombie's level is typically ¼ what it was while still alive.

GHOUL

Height/Length: 5-6 + ft.

Weight: 100-150 + lbs.

Attributes:	STR: 15-17	SPD: 12	DEX: 12	CON: 19
	INT: 5	WILL: 12	CHA: 2	PER: 15

Level: 2-4

Alignment: Chaotic Evil

Damage: Claws: 1-6 (+ STR) each, Bite: 1-4 (+ paralysis and/or disease; see Comments)

Special Attributes:
Detect living presences (range: 100 ft.) by scent
Non-magical weaponry does ½ damage

Armor: Unarmored

Hit Points: 10-20

Comments:
A Ghoul's bite generally causes paralysis, lasting from 5-20 minutes (save vs CON to resist). Humans killed by a Ghoul may themselves become Ghouls if certain precautions are not taken.

BARROW WIGHT

Height/Length: 6-6½ ft.
Weight: 160-200 + lbs.

Attributes:	STR: 16-18	SPD: 12	DEX: 12	CON: 20
	INT: 12	WILL: 15	CHA: 3	PER: 16

Level: 4-6
Alignment: Chaotic Evil
Damage: Claws: 1-6 (+ STR) each, plus 1 point energy drain per level of the Wight
Special Attributes:
Detect living presences (range: 200 ft.)
Non-magical weaponry does ½ damage
Spell casting (30% chance; see Comments)
Armor: As leather armor
Hit Points: 20-30
Comments:
30% of all Barrow Wights possess 1st-3rd level spellcasting abilities in the field of Black Magic.

SAHU

Height/Length: 5-6½ ft.
Weight: 100-200 + lbs.

Attributes:	STR: 18	SPD: 8	DEX: 8	CON: 20
	INT: 15	WILL: 16	CHA: 2	PER: 17

Level: 6-8 + (see Comments)
Alignment: Lawful or Chaotic Evil
Damage: Hands: 1-6 (+ STR) each
Special Attributes:
Immune to non-magical weaponry
Gaze causes fear (save vs WILL or immobilized with fright)
Possible spell casting ability (see Comments)
Touch may cause disease (25% chance)
Susceptible to fire (2x damage)
Armor: As leather armor
Hit Points: 5 per level
Comments:
Sahu may be of any level of ability, their level generally being equivalent to approximately 75% what it was while they were alive. As Sahu are essentially humans brought back to life by necromancy, they may have spell casting or other abilities.

VAMPIRE

Height/Length: 6 ft.
Weight: 200 lbs.

Attributes:	STR: 19	SPD: 16	DEX: 16	CON: 20
	INT: 10-18	WILL: 18	CHA: 19	PER: 18

Level: 6-10
Alignment: Chaotic Evil
Damage: Hands: 1-6 (+ STR) each, Bite: 1-4 blood drain (+2 points energy drain per level of the Vampire)
Special Attributes:
Shape change to bat, wolf or gaseous mist (at will)
Bite may cause vampirism (75%)
Gaze acts as a Charm spell (save vs WILL to resist)
Harmed only by silver or magical weaponry
Regenerate 1 h.p. per minute
Armor: Unarmored
Hit Points: 20-44 +
Comments:
Like all undead, Vampires cannot tolerate Holy water, which forces them to save vs WILL or assume gaseous form. They are often repelled by garlic and Holy symbols (which also cause Vampires to save vs WILL; if the save is not successful, a Vampire will be loathe to approach the wielder of either of these devices, and will generally back away from the offending article).

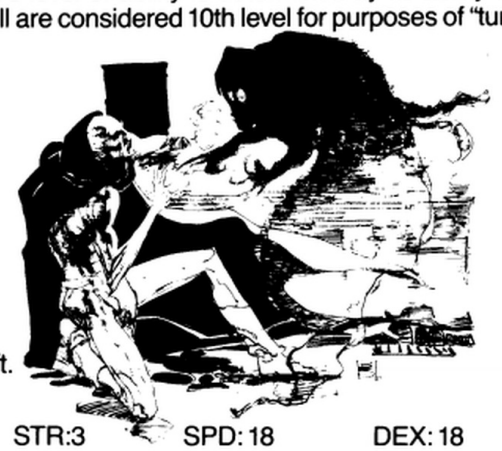
PHANTOM

Height/Length: 6 ft.
Weight: 0

Attributes:	STR: 17	SPD: 19	DEX: 16	CON: 16
	INT: 16	WILL: 14	CHA: 2	PER: 19

Level: 10 (see Comments)
Alignment: Chaotic Evil
Damage: Claws: 1-8 each, or Strangle: 1-8 per round (see Comments)
Special Attributes:
Immune to non-magical weaponry, control spells, elemental attacks
Night vision
Unable to tolerate strong light (causes Phantoms to save vs WILL or retreat from the source of the illumination)
Detect invisible, ethereal, astral presences (range: 20 ft.)
Armor: Unarmored
Hit Points: 30-40
Comments:
A Phantom's initial attack always drains 1 h.p. per level of the victim, effectively giving the Phantom the same level as its victim and allowing the creature to attain a degree of corporeality. Unless given corporeality by necromantic means, these effects will last for only 24 hours, after which the Phantom will again become non-corporeal.

Though a Phantom's level of ability is determined by its ability to assume the level of its victims, all are considered 10th level for purposes of "turning."



GHOST

Height/Length: 6 ft.
Weight: 0

Attributes:	STR:3	SPD: 18	DEX: 18	CON: –
	INT: 12	WILL: 18	CHA: 1	PER: 19

Level: 11 (see Comments)
Alignment: Chaotic Evil
Damage: Touch: 2 points energy drain per level of the Ghost
Special Attributes:
Flight
Cast curse (1x per day)
Ability to haunt a living creature's dreams
Detect invisible, ethereal, astral presences (range: 100 ft.)
Armor: Unarmored
Hit Points: 40-50
Comments:
Ghosts cannot cross running water. They can often be banished from the material plane by Exorcism. The level of any Ghost is equivalent to the being's level in life, but for purposes of "turning" all are considered 11th level creatures.

SPIRIT

Height/Length: 6 ft.
Weight: 0

Attributes:	STR: 3	SPD: 19	DEX: 19	CON: –
	INT: 16	WILL: 18	CHA: 2	PER: 20

Level: 12 (see Comments)
Alignment: Chaotic Evil
Damage: Touch: 2 points energy drain per level of the spirit
Special Attributes:
Banshee: Pre-knowledge of death, Wail causes insanity (save vs WILL to resist)
Revenant: Ability to cast cursed geas (no save) once per month.
Malign Spirit: Possession (save vs WILL to resist)
All: Flight, Detect invisible, ethereal, astral presences (range: 200 ft.)
Armor: Unarmored
Hit Points: 20-50
Comments:
The level of any Spirit is equal to the being's level in life, but for purposes of "turning" all are considered to be at least 12th level creatures.

NIGHTMARE

Height/Length:

Weight:

Attributes:	STR: 3	SPD: 24	DEX: 18	CON: –
	INT: 10	WILL: 16	CHA: 8	PER: 20

Level: 6-10

Alignment: Lawful Evil

Damage: Bite: 1-6, Hooves: 2-12

Special Attributes:
Flight
Detect presences (as per Spirits)

Armor: Unarmored

Hit Points: 20-36

Comments:
Nightmares are rarely encountered alone, most being found in the service of a Wraith, Spectre, or (occasionally) a necromancer of great power.

WRAITH

Height/Length: 6 ft.

Weight: 0

Attributes:	STR: 3	SPD: 19	DEX: 19	CON: –
	INT: 18	WILL: 18	CHA: 10	PER: 21

Level: 13

Alignment: Lawful Evil

Damage: Touch: 2 points energy drain per level of the Wraith, or as per weapon employed

Special Attributes:
Read auras (range: 20 ft.) at will
Spirit tracking (95%)
Silver weapons do ½ damage
Detect invisible, ethereal, astral presences (range: 1000 ft.) by sight
Detect living presences (range: 20 ft.) by intuition

Armor: Unarmored

Hit Points: 50-60

Comments:
Wraiths often employ Nightmares as steeds.

SPECTRE

Height/Length: 6-7 ft.

Weight: 0

Attributes:	STR: 3	SPD: 19	DEX: 19	CON: –
	INT: 20	WILL: 20	CHA: 12	PER: 22

Level: 16

Alignment: Lawful Evil

Damage: Touch: 3 points energy drain per level of the Spectre, or as per weapon employed

Special Attributes:
Emanate aura of fear (range: 20 ft. radius; save vs WILL or fall back in fear, unable to attack)
Spell casting (see Comments)
Silver weapons do ½ damage
Detect presences (as per Wraiths)

Armor: Unarmored

Hit Points: 60-70 +

Comments:
All Spectres possess spell casting abilities (equal to their own level of ability) in the field of Black Magic.

YATU

Height/Length: As in life

Weight: As in life

Attributes:	STR: 18	SPD: 12	DEX: 10	CON: 20
	INT: 18	WILL: 18	CHA: 10	PER: 20

Level: 16 (see Comments)

Alignment: Chaotic Evil

Damage: Touch: 3 points energy drain per level of the Yatu, or as per weapon employed

Special Attributes:
Ability to gain h.p. by draining victims of their life energies (at the rate of 1 h.p. per each 10 points drained)
Detect presences (as per Spirits)

Armor: Unarmored

Hit Points: 80-100 +

Comments:
Though Yatu retain the same level as they possessed in life, all are considered at least 16th level with regard to "turning." All Yatu have the same spell casting abilities that they had in life. They are often served by lesser undead creatures of all types, who respect and fear their great power.

UPIR

Height/Length: As in life

Weight: As in life

Attributes:	STR: 19	SPD: 16	DEX: 16	CON: 20
	INT: 12-18	WILL: 18	CHA: 19	PER: 18

Level: 16 (see Comments)

Alignment: Chaotic Evil

Damage: Hands: 1-6 (+ STR) each, Bite: 1-4 blood drain (+2 points energy drain per level of the Upir)

Special Attributes:
As per Vampires
Spell casting (see Comments)

Armor: Unarmored

Hit Points:

Comments:
Though Upir retain the same level they possessed in life, all are considered at least 16th level for purposes of "turning." All Upir have the same spell casting abilities that they had in life. They are occasionally found in the company of other Vampires or lesser undead.

AFFITI

Height/Length: As in life

Weight: As in life

Attributes:	STR: 19	SPD: 12	DEX: 12	CON: 19
	INT: 18	WILL: 18	CHA: 4	PER: 15

Level: 16 (see Comments)

Alignment: Chaotic Evil

Damage: Claws: 1-6 (+ STR) each, Bite: 1-4 (+ paralysis/disease; as per Ghouls)

Special Attributes:
As per Ghouls
Increase attributes by feeding on humanoid corpses (up to the listed maximums; Affiti initially possess the same attribute scores that they had when they were alive). Each victim fed upon raises any chosen attribute by 1-3 points.
Spell casting (see Comments)

Armor: Unarmored

Hit Points: 80-100 +

Comments:
Though Affiti retain the same level of ability that they possessed in life, all are considered at least 16th level for purposes of "turning." They are occasionally served by Ghouls, who revere them as demi-gods.

DEMONS

All demons have the following attributes in common:
- immunity to all poisons, death magic, and non-magical weapons
- magic resistance: 5% per level (maximum: 95%)
- all demons of fifth or greater level are capable of "possessing" the physical form of any living creature (save vs WILL to resist)
- repulsed by Holy Symbols (save vs WILL or the demon must avert its gaze and be unable to approach the symbol's wielder for 1-2 minutes)
- immunity to all spells of influence and control, except those associated with summoning rituals, exorcism, or banishment.

LARVAE

Height/Length: 1-2 ft.

Weight: 10-20 lbs.

Attributes:	STR: 1	SPD: 6	DEX: 6	CON: 10
	INT: 4	WILL: 4	CHA: 1	PER: 10

Level: 1-2

Alignment: Chaotic Evil

Damage: Bite: 1-4 (+ disease; see Special Attributes)

Special Attributes:
Nauseating appearance (save vs WILL or victim is incapacitated with nausea for 1-4 minutes)
Bite causes disease (save vs CON to avoid contracting a plague-like disease, fatal within 24 hours if untreated)

Armor: Unarmored

Hit Points: 5-10

Comments:
Larvae are almost exclusively found in groups on their home plane, where they are a source of food for other demons.

GREMLIN

Height/Length: 4-6 inches

Weight: 1/2–1 lb.

Attributes:	STR: 4	SPD: 19	DEX: 19	CON: 18
	INT: 12	WILL: 7	CHA: 1	PER: 18

Level: 3

Alignment: Chaotic Evil

Damage: Bite: 1 point, Claws: 1 point, Spear: 1 point (+ Poison, see Comments)

Special Attributes:
Flight
Invisibility (at will)
E.S.P. (range: 10 ft.)
Detect Magic (by touch)
Spot magical gates: save vs INT

Armor: As leather armor

Hit Points: 4-16

Comments:
The venom which Gremlins use to coat the tips of their dimunitive spears causes victims to save vs CON or fall into a magical sleep for 5-10 minutes.

MANES

Height/Length: 3 ft.

Weight: 30 lbs.

Attributes:	STR: 8	SPD: 16	DEX: 19	CON: 16
	INT: 12-14	WILL: 7	CHA: 1	PER: 18

Level: 3

Alignment: Chaotic Evil

Damage: Bite: 1-2, Claws: 1-3

Special Attributes:
Immune to fire, cold, lightning, and control spells
Communicate with all types of undead
Detect Magic (by scent; range: 10 ft.)
Tracking (by scent; 85%)

Armor: As leather armor

Hit Points: 12-24

Comments:
Manes employed as familiars will often attempt to pervert the nature of a good or neutrally aligned master's commands.

COMMON LESSER DEMON

Height/Length: 6–6 1/2 ft.

Weight: 250-350 + lbs.

Attributes:	STR: 17-19	SPD: 10-12	DEX: 10	CON: 19
	INT: 10	WILL: 8	CHA: 2	PER: 10-12

Level: 6-8

Alignment: Chaotic Evil

Damage: Bite: 1-4, Claws: 1-4 (+ STR) each, or as per weapon employed

Special Attributes:
None

Armor: As leather armor

Hit Points: 30-40 +

Comments:
The common variety of Lesser Demons are noted for their stupidity and brutishness.

FIEND

Height/Length: 6 ft.

Weight: 120-160 lbs.

Attributes:	STR: 16-18	SPD: 14	DEX: 12	CON: 19
	INT: 14-16	WILL: 8	CHA: 2	PER: 14-18

Level: 7-9

Alignment: Chaotic Evil

Damage: Bite: 1-4, Claws: 1-6 (+ STR) each

Special Attributes:
Limited flight (see Comments)
Surprise prey in darkness: 80%

Armor: As leather armor

Hit Points: 34-44

Comments:
Fiends can use their bat-like wings to glide or fly for distances of up to only 100-200 feet at a time, after which they must alight before again becoming airborne. They are not capable of carrying more than 10-40 lbs. worth of materials while flying.

DEMON LOCUST

Height/Length: 10 ft.

Weight: 1,600-2,000 lbs.

Attributes:	STR: 19	SPD: 19	DEX: 16	CON: 19
	INT: 6	WILL: 6	CHA: 1	PER: 16

Level: 8-10

Alignment: Chaotic Evil

Damage: Bite: 1-6 (+ 1-6 acid damage), Claws: 1-6 each (see Comments)

Special Attributes:
Flight
Wings make horrid buzzing sound, audible up to 1000 ft. distant

Armor: As chain mail

Hit Points: 40-50

Comments:
While hovering, a Demon Locust can attack with as many as four claws at a time.

WINGED DEMON

Height/Length: 7–7 1/2 ft.

Weight: 300 + lbs.

Attributes:	STR: 20	SPD: 20	DEX: 19	CON: 20
	INT: 19	WILL: 14	CHA: 10	PER: 19

Level: 12

Alignment: Chaotic Evil

Damage: Fists/Claws: 1-6 (+ STR) each, or as per weapon employed (see Comments)

Special Attributes:
Flight
Teleport/Dimensional travel (1x each per day)
Detect invisibility
Ability to cast a curse (level 6 power) 1x per day

Armor: As chain mail

Hit Points: 50-60

Comments:
Winged Demons often bear a magical weapon of some sort, usually a sword or scimitar.

COMMON GREATER DEMON

Height/Length: 8–8 1/2 ft.

Weight: 500 + lbs.

Attributes:	STR: 21	SPD: 16	DEX: 15	CON: 21
	INT: 18	WILL: 13	CHA: 12	PER: 18

Level: 14-16

Alignment: Chaotic Evil

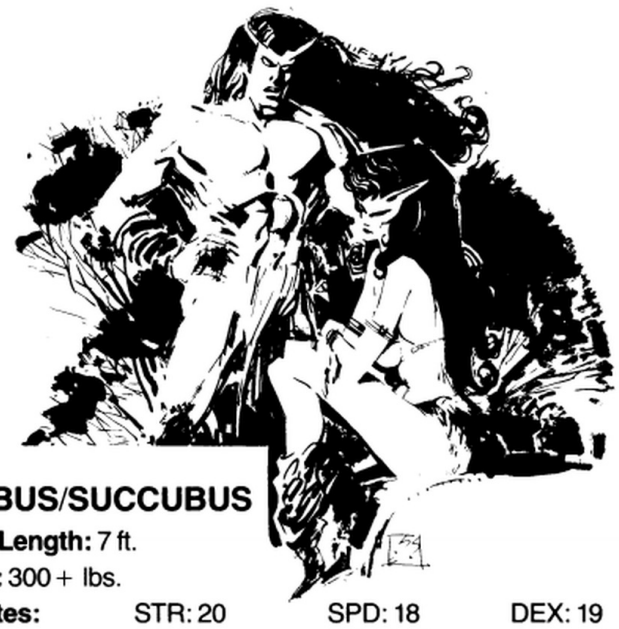
Damage: Bite: 1-6, Claws: 1-6 (+ STR) each, Horns: 2-8 (see Comments)

Special Attributes:
Detect invisibility

Armor: As plate mail

Hit Points: 60-70

Comments:
Common Greater Demons knock down human-sized opponents on any claw or horn (butt) attack which does maximum damage.



INCUBUS/SUCCUBUS

Height/Length: 7 ft.

Weight: 300 + lbs.

Attributes:	STR: 20	SPD: 18	DEX: 19	CON: 20
	INT: 19	WILL: 15	CHA: 19	PER: 18

Level: 14-16

Alignment: Chaotic Evil

Damage: Bite: 1-6 (+ 1-6 blood drain per minute), Strangle: 3-18 (per minute)

Special Attributes:
Detect invisibility
Charm (by Gaze; individuals of opposite sex save at -4)
Immune to Charm, control spells
Shape change (at will, into any humanoid form)
Speak in tongues (at will)

Armor: As plate mail + 1

Hit Points: 70-76

Comments:
Both Incubi and Succubi must save vs WILL to avoid unintentionally changing back to their true forms if angered or attacked.

KALKYDRI

Height/Length: 8 ft. +

Weight: 400 + lbs.

Attributes:	STR: 21	SPD: 24	DEX: 20	CON: 20
	INT: 19	WILL: 13	CHA: 13	PER: 20

Level: 15-16

Alignment: Chaotic Evil

Damage: Bite: 1-6 (+ Poison, see Comments), Claws: 1-8 (+ STR) each

Special Attributes:
Detect invisibility
Teleportation/Dimensional travel (2x per day)

Armor: As plate mail

Hit Points: 70

Comments:
A Kalkydri's bite causes victims to save vs CON or be paralyzed for 5-20 minutes.

EMPUSA

Height/Length: 8 ft.

Weight: 500 + lbs.

Attributes:	STR: 22	SPD: 18	DEX: 18	CON: 20
	INT: 19	WILL: 14	CHA: 13	PER: 20

Level: 16-18

Alignment: Chaotic Evil

Damage: Claws: 1-8 (+ STR) each, Hooves: 1-8 each

Special Attributes:
Detect invisibility
Gaze turns victims to stone (range: 20 ft.; see Comments)
Flight
Immune to surprise, gaze weapons

Armor: As plate mail + 1

Hit Points: 70-90

Comments:
Empusa may only use their magical gaze weapon three times per day.

CACODAEMON

Height/Length: 9 ft. tall
Weight: 800 + lbs.

Attributes:	STR: 23	SPD: 18	DEX: 18	CON: 20
	INT: 20	WILL: 15	CHA: 15	PER: 20

Level: 18
Alignment: Chaotic Evil
Damage: Bite: 1-6, Claws: 1-8 (+ STR) each, Tail: 2-16 (battering or constriction)
Special Attributes:
Flight
Spell casting (see Comments)
Detect invisible, astral presences
Armor: As plate mail + 2
Hit Points: 80-90
Comments:
Cacodaemons are practitioners of Black Magic and Enchantment, and may acquire up to 12th level ability in these fields.

NETHER DEMON

Height/Length: 10 ft.
Weight: 800 + lbs.

Attributes:	STR: 24	SPD: 16	DEX: 16	CON: 21
	INT: 21	WILL: 16	CHA: 16	PER: 20

Level: 20
Alignment: Chaotic Evil
Damage: Bite: 1-10 (+ Poison; see Comments), Claws: 1-10 (+ STR) each (tears through non-magical armor)
Special Attributes:
Detect invisible, astral, ethereal presences
Gate in 2-12 undead (any corporeal types desired)
Teleport/Dimension travel at will
Spell casting (see Comments)
Armor: As plate mail + 2
Hit Points: 90-100
Comments:
The bite of a Nether Demon causes victims to save vs WILL or become the demon's slave (for life, or until "cured" of this cursed effect). All Nether Demons possess spell casting abilities comparable to a 20th level necromancer.

AAMAN

Height/Length: 14 ft.
Weight: 1,200 lbs.

Attributes:	STR: 25	SPD: 24	DEX: 24	CON: 24
	INT: 20	WILL: 20	CHA: 24	PER: 22

Level: 24
Alignment: Chaotic Evil
Damage: Maximum damage as per weapon employed (four attacks per round)
Special Attributes:
Emanates aura of hatred (20 ft. radius)
Immune to fear, control spells, gaze weapons
Proficient in all types of weapons
Armor: As plate mail + 4
Hit Points: 120
Comments:
Weapons of any sort do only 1/2 damage to Aaman.

ASTORATH

Height/Length: 12 ft.
Weight: 1,000 lbs.

Attributes:	STR: 24	SPD: 20	DEX: 20	CON: 24
	INT: 23	WILL: 23	CHA: 20	PER: 24

Level: 24
Alignment: Chaotic Evil
Damage: Bite: 2-12, Claws: 1-8 (+ STR) each, or Whip: 3-18 (+ Special; see Comments)
Special Attributes:
Emanates aura of hopelessness (20 ft. radius)
See into any plane (10 minutes per day)
Tracking: 99% (under any conditions)
Immune to all forms of restraint
Spells which affect time do not function within 1,000 ft. of Astorath
Armor: As plate mail + 3
Hit Points: 120
Comments:
Astorath's whip magically ensnares any individual it strikes, and has a strength rating of 24; escape requires a save vs STR at a penalty equal to the difference between the victim's STR and the whip's STR.

BAAL

Height/Length: 12 ft.
Weight: 1,000 lbs.

Attributes:	STR: 24	SPD: 22	DEX: 20	CON: 24
	INT: 22	WILL: 22	CHA: 20	PER: 20

Level: 24
Alignment: Chaotic Evil
Damage: Touch: 3-18 points of any type of elemental damage (2 attacks per round)
Special Attributes:
Flight
Emanates elemental aura (cold, fire, lightning, etc.; 20 ft. radius)
Immune to all types of elemental attack forms
Spell casting (see Comments)
Armor: As plate mail + 3
Hit Points: 120
Comments:
Baal is capable of casting any spell usable by witches and warlocks at will, at the 24th level of ability.

MOLOCHE

Height/Length: 12 ft.
Weight: 1,000 lbs.

Attributes:	STR: 24	SPD: 20	DEX: 20	CON: 24
	INT: 23	WILL: 20	CHA: 20	PER: 20

Level: 24
Alignment: Chaotic Evil
Damage: Touch: save vs CON or fatal
Special Attributes:
Emanates aura of fear (20 ft. radius)
Gaze drains INT (save vs WILL to resist), and has same effect as an Evil Eye (True sight + Detect weaknesses) spell
Control undead
Immune to curses, gaze weapons
Spell casting (see Comments)
Armor: As plate mail + 3
Hit Points: 120
Comments:
Moloche is capable of casting any spell usable by necromancers at will, at the 24th level of ability.

NERGAL

Height/Length: 12 ft.

Weight: 2,000 lbs.

Attributes:	STR: 23	SPD: 20	DEX: 20	CON: 24
	INT: 22	WILL: 20	CHA: 20	PER: 24

Level: 24

Alignment: Chaotic Evil

Damage: Axe: 2-16 (+ STR), Scourge: 2-12 (+ STR); see Comments

Special Attributes:
Emanates aura of pain (20 ft. radius)
Can "feel" presence of living creatures (range: 1,000 ft.)
Immune to illusions, gaze weapons
All assassin's abilities (level 24 skill)

Armor: As plate + 3

Hit Points: 120

Comments:
Nergal's magical axe can, if he so desires, be used to cause instant death (save vs CON at a penalty of -4 to resist). His scourge causes such pain that victims must save vs WILL (at a penalty of -4) or reveal any information Nergal seeks to know).

SHAX

Height/Length: Appears 12 ft. tall

Weight: ?

Attributes:	STR: ?	SPD: 20	DEX: 20	CON: 24
	INT: 24	WILL: 20	CHA: 20	PER: 24

Level: 24

Alignment: Chaotic Evil

Damage: No physical attacks

Special Attributes:
Emanates aura of hallucination (20 ft. radius, save vs INT to resist)
Magical attacks do only 1/2 damage to Shax
Spell casting (see Comments)

Armor: Ethereal

Hit Points: 120

Comments:
Shax is capable of casting any spell of Illusion or Enchantment at will, at the 24th level of ability. His illusions are of such power that attempts to save vs their effects are always made at a penalty of -4.

THAMUZ

Height/Length: 12 ft.

Weight: 1,000 lbs.

Attributes:	STR: 23	SPD: 25	DEX: 25	CON: 24
	INT: 24	WILL: 20	CHA: 20	PER: 22

Level: 24

Alignment: Chaotic Evil

Damage: As per weapon employed (see Comments): 3 attacks per round

Special Attributes:
Emanates aura of any desired emotion (20 ft. radius)
All thieving talents (99% skill)
Evaluate treasure (100% accuracy)
Surprise foes (95%)

Armor: As plate mail + 3

Hit Points: 120

Comments:
Thamuz does 10x damage on all surprise attacks (back-stabbing or waylaying), and can always stun or knock out a victim (rather than deliver a fatal blow) if he so chooses.

MEPHISTOPHELES

Height/Length: ?

Weight: ?

Attributes:	STR: 25	SPD: 25	DEX: 25	CON: 25
	INT: 25	WILL: 24	CHA: 25	PER: 25

Level: ?

Alignment: Chaotic Evil

Damage: See Comments

Special Attributes:
See Comments

Armor: ?

Hit Points: 400

Comments:
The maximum capabilities of the entity called Mephistopheles are not known.

DEVILS

All devils have the following attributes in common:
• immunity to non-magical weapons, poisons, death magic and curses
• magic resistance: 5% per level of ability (maximum: 95%)
• immunity to all spells of influence and control, except those associated with summoning rituals or banishment
• repelled by Holy Symbols (save vs WILL or the devil must avert its gaze for one minute).

IMP

Height/Length: 2-3 ft.

Weight: 30-40 lbs.

Attributes:	STR: 6	SPD: 16	DEX: 19	CON:
	INT: 12-14	WILL: 7	CHA: 2	PER: 18

Level: 3

Alignment: Lawful Evil

Damage: Claws: 1-3, Tail: 1 (+ Poison; see Comments)

Special Attributes:
Flight
Invisibility
Detect Magic by sight (range: 20 ft.)
Regeneration (1 point per hour)
Shape change (any small animal form): 1x per day

Armor: As leather armor

Hit Points: 12-24

Comments:
An Imp's poisonous tail stinger contains a venom which will do 1-6 points of damage for 1-6 rounds. A save vs CON will reduce damage by 1/2.

ALASTOR

Height/Length: 6"-1 ft.

Weight: 2-5 lbs.

Attributes:	STR: 4	SPD: 16	DEX: 16	CON: 6
	INT: 19	WILL: 7	CHA: 2	PER: 15

Level: 3

Alignment: Lawful Evil

Damage: Bite: 1 point

Special Attributes:
Spell use (1x per day each): Shape change (hound), Speak in tongues, Invisibility; one hour duration in each case
Regenerate: 1 h.p. per hour

Armor: As leather armor

Hit Points: 12-20

Comments:
Alastor are capable of aiding in certain magical/alchemical operations, adding + 5% to their master's chances of success.

GRIMALKIN

Height/Length: 2-3 ft.

Weight: 15-20 lbs.

Attributes:	STR: 4	SPD: 18	DEX: 15	CON: 6
	INT: 15	WILL: 7	CHA: 2	PER: 18

Level: 3

Alignment: Lawful Evil

Damage: Claws: 1-3

Special Attributes:
Detect Magic by scent (range: 10 ft.)
Regenerate 1 h.p. per minute
Tracking by scent: 75%
Spell use: Shape change (hag), Speak in tongues, Speak with animals; once each per day (duration: 1 hour)
95% undetectable in darkness
Night vision

Armor: Unarmored

Hit Points: 10-16

Comments:
Grimalkin are pitch-black in appearance, and are sometimes called "shadow cats."

BAT HORIN

Height/Length: 5-6 ft.

Weight: 120-160 lbs.

Attributes:	STR: 16	SPD: 15	DEX: 15	CON: 19
	INT: 12	WILL: 8	CHA: 4	PER: 18

Level: 6-8

Alignment: Lawful Evil

Damage: Bite: 1-4, Claws: 1-6 (+ STR) each (see Comments)

Special Attributes:
Flight
95% undetectable in darkness
Cannot stand strong light (attacks, saves, at -2 penalty)
Speak with the Dead (1x per day; 3 questions)

Armor: As leather armor

Hit Points: 25-35

Comments:
The claws and bite of a Bat Horin are 75% likely to cause a type of blood disease that, if left untreated, is often fatal within 48 hours. Symptoms include attacks of weakness and/or dizziness, lasting from 2-12 minutes and increasing in intensity as the disease progresses.

GARGOYLE

Height/Length: 7 ft. +

Weight: 400 + lbs.

Attributes:	STR: 19	SPD: 8	DEX: 10	CON: 20
	INT: 1	WILL: 8	CHA: 2	PER: 16

Level: 6-8

Alignment: Lawful Evil

Damage: Claws: 1-6 (+ STR) each, Ramming: 2-16 (see Comments) or as per weapon employed

Special Attributes:
Flight
Barbed hide protects from grappling attacks (see Comments)
Immune to petrification

Armor: As plate mail

Hit Points: 30-40

Comments:
With their tough, barbed hides, Gargoyles can ram opponents without fear of taking any damage (a running or flying start of at least 10 ft. is required to utilize this tactic in combat). Unarmored individuals who attempt to grapple with a Gargoyle will suffer 1-3 points of damage (cuts and abrasions) per round.

ERINYES (WINGED DEVIL)

Height/Length: 7 ft.

Weight: 240-300 lbs.

Attributes:	STR: 19	SPD: 19	DEX: 16	CON: 19
	INT: 14	WILL: 14	CHA: 8	PER: 18

Level: 12

Alignment: Lawful Evil

Damage: Claws: 1-6 (+ STR) each, or as per weapon employed

Special Attributes:
Flight
Detect invisibility (range: 20 ft.)
Spell use (1x each per day): Teleport, Lock/knock, Speak in tongues, Detect presences

Armor: As leather armor

Hit Points: 50-60

Comments:
Erinyes often lie, and will try to trick those who summon them whenever possible, in order to avoid having to perform a service.

CHANGELING

Height/Length: 7 ft.

Weight: 200+ lbs.

Attributes:	STR: 20	SPD: 18	DEX: 19	CON: 20
	INT: 19	WILL: 16	CHA: 18	PER: 19

Level: 16

Alignment: Lawful Evil

Damage: Bite: 1-8 (blood drain), claws: 1-8 each (+STR) or as per weapon employed.

Special Attributes:
Shape change (any humanoid form) at will
E.S.P. (at will; range: 100 ft.)
Spell casting (see Comments)
Detect invisibility (range: 100 ft.)
Speak in tongues (at will)

Armor: As plate mail

Hit Points: 70-76

Comments:
95% of all Changelings possess 3rd-7th level spell casting abilities in the fields of Black Magic and Enchantment.

ASURA

Height/Length: 12+ ft.

Weight: 1,600+ lbs.

Attributes:	STR: 22	SPD: 14	DEX: 15	CON: 20
	INT: 19	WILL: 15	CHA: 15	PER: 18

Level: 16

Alignment: Lawful Evil

Damage: Claws: 1-8 (+ STR) each, Tail: 2-12 (constriction, per round), Whip: 1-12 (+ STR); see Comments

Special Attributes:
Limited flight (up to 100 ft. at a time)
Detect invisible, ethereal presences (range: 20 ft.)

Armor: As plate mail + 1

Hit Points: 70-80

Comments:
The whips used by the Asura are magical, and have the power to drain victims of 1-2 points of WILL per each successful hit. Victims whose WILL scores have been reduced to 3 or less by such attacks become the slaves of the Asura. Those who suffer less severe losses can regain lost points of WILL at the rate of 1 per hour; victims enslaved by an Asura cannot regain lost WILL points without the aid of magic.

SHEDIM

Height/Length: 10 ft.

Weight: 1,000+ lbs.

Attributes:	STR: 24	SPD: 16	DEX: 16	CON: 22
	INT: 18	WILL: 18	CHA: 1	PER: 20

Level: 18

Alignment: Lawful Evil

Damage: Claw/Fist: 1-10 (+ STR) each (see Special Attributes)

Special Attributes:
Special attack forms: Hurl human-sized opponents (10-60 ft.); Charge: save vs DEX or knocked down and trampled for 3-24 points of damage; Rending: on any round where a Shedim successfully executes two claw attacks, it may elect to rend its victim for 2-24 points per minute
Limited flight (see Comments)

Armor: As plate mail + 2

Hit Points: 80-90

Comments:
Shedim are strong flyers, but are quite slow and unmaneuverable in the air (figure flying speed as 1/2 the creature's normal movement rate).

JINN

Height/Length: 10-12 ft.

Weight: 800-1,000 lbs.

Attributes:	STR: 22	SPD: 20	DEX: 18	CON: 20
	INT: 20	WILL: 18	CHA: 18	PER: 20

Level: 12-18

Alignment: Lawful Evil

Damage: Fist: 1-8 (+ STR) each, or as per weapon employed

Special Attributes:
Spell casting (see Comments)
Teleport/Dimension travel at will
Detect Magic by sight (range: 100 ft.)
Detect invisible, ethereal, astral presences (range: 100 ft.)
Speak in tongues (at will)

Armor: As plate mail + 1

Hit Points: 80-90

Comments:
All Jinn possess spell casting abilities in the fields of Enchantment (any spells) and, to a lesser extent, Elemental Magic. With regard to Elemental Magic, Jinn have the following talents:
Jann: all spells of earth and stone
Genii: all spells of wind and air
Efreet: all spells of fire and heat
Marid: all spells of water and ice.
In all cases, a Jinn's spell casting ability is equal to its level of ability.

NEPHILIM (NETHER DEVIL)

Height/Length: 10 ft.

Weight: 700-800 lbs.

Attributes:	STR: 24	SPD: 24	DEX: 20	CON: 22
	INT: 22	WILL: 16	CHA: 20	PER: 20

Level: 20

Alignment: Lawful Evil

Age: Fist/Claw: 1-8 (+ STR) each, Magical great sword: 2-24 (+ STR); see Comments

Special Attributes:
Flight
Emanate aura of dread (save vs WILL or all attacks/saves are made at a penalty of -1 for as long as the devil is present)
Spell casting (see Comments)
Teleport, Dimension travel at will
Detect invisible, astral, ethereal presences (range: 1000 ft.)
Speak in tongues (at will)

Armor: As plate mail + 2

Hit Points: 90-100

Comments:
All Nephilim possess spell casting abilities comparable to a 20th level wizard (fields: High Magic and Black Magic). The magical swords which Nephilim wield are far too large and heavy for any creature or being under 10 feet tall to employ.

ARCH DEVIL

Height/Length: ?

Weight: ?

Attributes:	STR: 24	SPD: 22	DEX: 22	CON: 25
	INT: 24	WILL: 22	CHA: 24	PER: 25

Level: 24

Alignment: Lawful Evil

Damage: According to bodily form and/or weapon employed

Special Attributes:
Shape change at will (any creature up to 24th level)
Spell casting (see Comments)
Various talents (see Comments)

Armor: As plate mail + 4

Hit Points: 120

Comments:
All Arch Devils are capable of casting any spell of Enchantment or Black Magic at will, at the 24th level of ability. Additionally, each Arch Devil possesses certain other talents, as follows:
Andromelus: 24th level Rogue
Balaam: 24th level Astrologer
Barbatos: 24th level Warlock
Belial: 24th level Wizard
Dantalion: 24th level Mystic
Forneus: 24th level Scholar (languages & writings)
Furcas: 24th level Scholar (arts & sciences)
Maltheus: 24th level Warrior
Murmus: 24th level Necromancer
Oriax: 24th level Shaman
Paimon: 24th level Scholar (spells & rituals)
Stolos: 24th level Alchemist
Valek: 24th level Hunter

ASMODEUS

Height/Length: ?

Weight: ?

Attributes:	STR: 25	SPD: 25	DEX: 25	CON: 25
	INT: 25	WILL: 24	CHA: 25	PER: 25

Level: ?

Alignment: Lawful Evil

Damage: See Comments

Special Attributes:
See Comments

Armor: ?

Hit Points: 400

Comments:
The maximum capabilities of the entity called Asmodeus are not known.

SPIRIT ENTITIES

All spirit entities have the following attributes in common:
- immunity to non-magical weaponry
- immunity to death magic, curses, and poisons
- ability to become ethereal or corporeal at will (change takes one minute)
- magic resistance: 5% per level of ability (maximum: 95%)
- immunity to all spells of influence and control, except those associated with summoning rituals.

NATURE SPIRIT

Height/Length: 6" per level

Weight: Not applicable

Attributes:	STR: 1 per level	SPD: 19	DEX: 19	CON: 10
	INT: 10	WILL: 1 per level	CHA: 2	PER: 20

Level: 1-16

Alignment: Neutral

Damage: 1 pt. per level, by touch

Special Attributes:
Travel from spirit plane to material plane (and back) at will
Water spirits: Locate items lost in their domains
Fire spirits: Ignite combustibles
Wind spirits: Reveal conversations heard in their domains
Earth spirits: Reveal events seen in their domains
Wood spirits: Cause plants to grow or bear fruit

Armor: Unarmored

Hit Points: 2 per level of ability

Comments:
Nature spirits may be bound into service by Shamans, and may be summoned by practitioners of Low Magic

FAMILIAR SPIRIT

Height/Length: Varies by type

Weight: Varies by type

Attributes:	STR: 2-6	SPD: by type	DEX: 19	CON: 18
	INT: 12	WILL: 7	CHA: 1	PER: 18

Level: 3

Alignment: Neutral; will adopt master's alignment

Damage: By type

Special Attributes:
According to animal form acquired (see Comments)
Communicate telepathically with master (range: 1 mile)
Can only appear on the material plane if summoned by magic.

Armor: Unarmored

Hit Points: 10-14

Comments:
Familiar Spirits can possess the body of any small-medium sized animal, type being determined by the Game Judge (based on the species native to the region in which the summoning spell was cast). Some of the more common types (and their particular special abilities) are listed below:

Type	Special Abilities	Damage
Cat	Night vision, move silently (95%)	Claws: 1-3
Owl	Night vision, superior peripheral vision (surprised only 10% of time), flight	Claws: 1-3
Bat	Navigate even in magical darkness, detect illusions by sonar (90%), flight	Bite: 1
Hound	Superior hearing (immune to surprise by corporeal creatures), tracking by scent (90%)	Bite: 1-4
Wolf	Keen hearing (surprised only 10% of time), tracking by scent (85%)	Bite: 1-6
Rat	Keen sense of smell (especially regarding other animals and food), burrowing (1 ft. per minute)	Bite: 1
Raven	Keen eyesight, ability to communicate verbally, flight	Claws: 1

KERUBIM

Length: 11 ft.

Weight: 2,000 lbs. (in corporeal form)

Attributes:	STR: 18	SPD: 16	DEX: 10	CON: 20
	INT: 12	WILL: 20	CHA: 12	PER: 19

Level: 8

Alignment: Neutral or as per Patron Deity

Damage: (Lion) Claws: 2-12, Bite: 1-12; (Bull) Horns: 1-12, Hooves: 2-12

Special Attributes:
Immune to fear
Cannot be surprised
Flight

Armor: As chain mail

Hit Points: 30-50

Comments:
Kerubim may be summoned by practitioners of Divine Magic, High Magic, or Mysticism. The type of Kerubim (Lion or Bull) desired will respond to the summons. Kerubim may be asked to stand guard over any person or edifice for up to one hour (per level of the summoner).

LESSER ELEMENTALS

Height/Length: 7 ft.

Weight: 500-600 lbs. in corporeal form (except Sylph: 0 lbs.)

Attributes:	STR: 20	SPD: 100	DEX: 10	CON: 20
	INT: 8	WILL: 10	CHA: 10	PER: 19

Level: 8

Alignment: Neutral

Damage: See Comments

Special Attributes:
Earth Gnomes: Move through earth and stone (100 ft. per minute) at will
Sylphs: Control wind (becalm, change direction, increase to whirlwind strength) at will
Salamanders: Ignite/extinguish fires by touch (maximum area of effect: 10 ft. radius)
Undine: Disperse into fog, expand in water to ten times size (duration: 1-4 minutes; attack does 10x damage or capsizes small-medium sized craft) once per day
All: Immune to non-magical weaponry, limited spell casting ability (see Comments)

Armor: See Comments

Hit Points: 20-40

Comments:
Lesser Elementals may be summoned by practitioners of Elemental Magic. All Lesser Elementals can cast up to four spells per day (up to fourth level); their spell casting skills cannot exceed the eighth level of ability, and they may only employ spells related to their own elemental forms. They may be commanded only to perform a single service (up to one hour in duration). Armor and Damage is as follows:

Type	Armor	Damage
Earth Gnome	As Plate mail	Fists: 1-8 (+ STR) each
Sylph	Unarmored	By wind or spell only
Salamander	As chain mail	Touch: 2-12, or as per weapon employed x 2 (two attacks)
Undine	Unarmored	Fists: 1-4 + STR

DEVA

Height/Length: 7 ft.

Weight: 250 lbs. (in corporeal form)

Attributes:	STR: 20	SPD: 21	DEX: 21	CON: 19
	INT: 20	WILL: 21	CHA: 20	PER: 21

Level: 14

Alignment: Neutral or Good

Damage: Touch: 2-16 (energy damage) per hand (2 attacks per round)

Special Attributes:
Spell casting (as per a 14th level priest or mystic)
Celestial vision (see into any plane for 1 minute per level, 3x per day)
Turn undead, devils, demons (as per a 14th level priest or mystic)
Flight
See invisible or ethereal objects, beings
Immunity to fear, curses

Armor: As plate mail + 1

Hit Points: 60-80 +

Comments:
Deva may be summoned by practitioners of Divine Magic, High Magic, or Mysticism. They may be asked to serve or protect the summoner for up to one year.

BALAHA

Length: 8 ft.

Weight: 1,800 lbs. (while in corporeal form only)

Attributes:	STR: 19	SPD: 24	DEX: 15	CON: 15
	INT: 18	WILL: 19	CHA:	PER: 22

Level: 6-10

Alignment: Neutral or Good

Damage: Hooves: 2-12, Kick (hind legs): 2-20

Special Attributes:
Celestial vision (see into any plane for 1 minute per level, once per day)
Ability to travel between planes at will

Armor: Unarmored

Hit Points: 24-40

Comments:
May be summoned for use as steeds by practitioners of Divine Magic, High Magic, or Mysticism

GUARDIAN

Height/Length: 7-8 ft.

Weight: 300 + lbs. (in corporeal form)

Attributes:	STR: 22	SPD: 22	DEX: 22	CON: 20
	INT: 20	WILL: 22	CHA: 22	PER: 22

Level: 16

Alignment: Neutral or as per Patron Deity

Damage: Touch: 3-18 (emergy damage), Sword: see Comments

Special Attributes:
Teleport, Dimensional travel (2x per day each)
Detect lie (range: 10 ft.)
Emanate spiritual strength (20 ft. radius)
Immunity to fear, control spells, curses
Cold, fire, lightning do 1/2 damage
Celestial vision (see into any plane, 1 minute per level, 3x per day)
Flight
True sight (at will)
Spell casting/Turn undead, demons, devils: as per a 16th level priest or mystic)

Armor: As per plate armor + 2

Hit Points: 80-100 +

Comments:
Guardians may be summoned by practitioners of Divine Magic, High Magic, or Mysticism. They can be asked to avenge any wrong done to the summoner, but may not serve in this capacity for longer than one hour. All Guardians carry both a magical sword and a magical shield, neither of which can be wielded by any mortal without some sort of divine assistance or intervention. A Guardian's shield confers protection from normal or magical missiles, and bestows +5 saves vs missile type spells. A Guardian's sword does 1-12 (+5) points of damage, and is +5 to hit.

TRUE ELEMENTALS

Height/Length: 20 ft.

Weight: 8,000-10,000 + lbs. in corporeal form (except Wind Elemental)

Attributes:	STR: 22	SPD: 18	DEX: 18	CON: 22
	INT: 19	WILL: 19	CHA: 20	PER: 22

Level: 20

Alignment: Neutral

Damage: See Comments

Special Attributes:
Earth: Pass through earth and stone (500 ft. per minute), change rock to mud (area of effect: 100x100x100 ft.) at will
Air: Control weather and winds (area of effect: 1000 ft. radius), flight, at will
Fire: Ignite/extinguish fires (area of effect: 100 ft. radius, range: 100 ft.; fire damage: 2-12 per minute in area of effect)
Water: Create whirlpool (capsize any size vessel) or tidal wave (damage: 20 d6) at will
All: Spell casting (any related spell, at 20th level of ability)

Armor: As plate armor

Hit Points: 100-140 +

Comments:
Damage for True Elementals is as follows:
Earth: Fists: 3-24, hurling boulders: 3-36 (range: 200 ft.)
Air: Whirlwind: 3-24 (battering)
Water: Trident: 1-12 + 15 (2 attacks per round)
Fire: Touch: 3-24 (fire damage)
All True Elementals may be summoned by practitioners of Elemental Magic. They may be asked to teach a single spell or perform a single service (such as the utilization of a Special Attribute, one time only).

IRIN

Height/Length: 20 ft.

Weight: 4,000 + lbs. (in corporeal form)

Attributes:	STR: 24	SPD: 24	DEX: 24	CON: 24
	INT: 24	WILL: 24	CHA: 24	PER: 24

Level: 24

Alignment: Neutral

Damage: Touch: 3-24 (energy damage)

Special Attributes:
Celestial vision (at will)
Detect lie (at will, range: 100 ft.)
Shape change (at will)
Spell casting, Turn undead, demons, devils (as per a 24th level priest or mystic)
Immune to fire, cold, lightning, fear, control spells, curses
Teleport, Dimensional travel (at will)

Armor: As plate armor + 4

Hit Points: 100-140 +

Comments:
There are ten known Irin, each of which may be summoned by practitioners of Divine Magic, High Magic, or Mysticism. If summoned, they may be asked to answer a single question regarding their individual areas of expertise. In lieu of such a service, an Irin may be asked to grant a wish; as the Irin themselves are forbidden to interfere in the affairs of other creatures, they can only petition the summoner's deity for such a request. If the summoner has been true to his or her Patron Deity, the wish will surely be granted. If not, the summoner may instead incur the wrath of the Deity, who may punish or imperil the unfaithful summoner.

ANIMALS OF THE ATLANTEAN WORLD

The following is a listing of animal types native to the Atlantean world. For ease of reference, all have been classified under one of four headings: Land Mammals, Reptiles/Amphibians, Marine Creatures, and Birds.

FORMAT

Each animal has been rated according to its approximate level of ability, attack capabilities, Strength, Dexterity, Speed, and Constitution. Additionally, the most notable characteristics of each animal have been detailed briefly, in order to give players and Game Judges a rough idea of each animal's capabilities. It should be noted that the ratings given to the animals in this listing, though based on fact, are strictly game-oriented.

For game purposes, all animals were given general ratings for certain abilities, as follows:

INTELLIGENCE: 2-5 for most animal types.

WILL: 6-12 or more, based on the animal's determination, aggressiveness, etc.

CHARISMA: Negligible, as far as most humans are concerned. Amongst members of their own species, the largest or strongest animals are usually the most dominant.

PERCEPTION: 15-22. Many animal types possess keener senses than humans in one or more respects.

Note: In all cases, the use of a dash (-) signifies negligible ability with regard to the attribute in question. Also note that all attribute ratings indicate maximum ability scores for each animal.

DINOSAURS

The dinosaurs listed in this section are also described according to the format used for animals. Intelligence scores for these creatures range from 1-4 at best; Perception scores may range from 9-19.

EXCEPTIONAL ANIMAL SPECIES

The bizarre experiments performed by Atlantean sorcerers during the bygone First Age produced numerous oddities and aberrations, including giant and dwarf specimens of various plant and animal species. Some are believed to have survived the great Cataclysm which brought the First Age to an end, and to still reside in certain wilderness regions throughout the known world. To include such creatures in an Atlantean Second Age campaign, the Game Judge may modify the stats given for animals as desired. For such species, the animal's level and attack damage may be increased or decreased proportionally, according to its size (½ normal size, twice normal size, etc.). Giant species may have increased Strength and Constitution, and decreased Speed and Dexterity; dwarf species may be swifter and more agile, but less strong and/or durable.

LAND MAMMALS

ANIMAL TYPE	LEVEL	ATTACK/DAMAGE	STR	DEX	SPD	CON	NOTABLE FEATURES/BEHAVIORISMS
Alpaca	2	Bite: 1-3	13	10	16	13	Smaller relative of the camel. Hunted/raised for fine wooly coat.
Aurochs	4	Butt: 2-12	19	7	17	18	Ancestor of domestic ox. Hunted for meat. Bulls are very fierce.
Baboon	2	Bite: 2-5	14	16	17	13	Live in organized groups, will hunt in packs. Dangerous if provoked.
Bear (Black)	3	Bite: 1-4, Claws: 1-6	15	8	14	15	5 ft. long, 260-550 lbs. Non-aggressive.
Bear (Brown)	5	Bite: 1-6, Claws: 2-8	17	8	15	17	5-8 ft. long, 200-770 lbs. Dangerous.
Bear (Grizzly)	6	Bite: 1-6, Claws: 2-12	19	8	14	18	7-9 ft. long, 450-1000 lbs. Hunts at night. Extremely vicious.
Bear (Polar)	5	Bite: 1-6, Claws: 2-8	19	8	16	18	7-9 ft. long, 650-1700 lbs. Powerful swimmers. Fast, can be dangerous.
Beaver	1	Bite: 1-2	3	12	15	14	Build dams and "lodges." Hunted/trapped for their pelts.
Bighorn	3	Butt: 1-8	10	14	16	12	Wild sheep. Rams have great, spiraling horns. Found in large flocks.
Bison	5	Butt:2-12,Trample:2-16	20	6	16	19	7-11 ft. long, 950-2,900 lbs. Hunted for hide, meat, horns.
Black Buck	2	Butt: 1-4	4	14	22	14	Small antelope. Hunted for horns. Fast(50 mph) runners,superb leapers.
Bushbuck	2	Butt: 1-4	7	15	20	13	Small antelope. Solitary, aggressive if cornered.
Bushpig	2	Tusks: 2-5	6	8	16	14	4 ft. long, 110-230 lbs. Nocturnal foragers. Always found near water.
Camel (Bactrian)	3	Bite: 1-4	20	8	15	17	Two-humped. Valued as burden beasts,transport. Stubborn in temperament.
Camel (Dromedary)	3	Bite: 1-4, Kick: 2-8	18	7	21	15	Single-humped. Bred for speed.
Cane Rat	1	Bite: 1-2	2	16	17	16	Large (2 ft. long, 15 lbs.) rodent. Eaten by certain tribes.
Cape Buffalo	4	Butt: 2-12	19	7	18	17	Very dangerous if provoked. Found in herds of 20-200.
Capuchin	1	Bite: 1 pt.	2	10	16	7	Small (12-15 in) monkey. Intelligent. Excellent climbers. Good pets.
Caracal	2	Bite: 1-4, Claws: 1-6	4	19	20	14	Called "desert lynx." Can be trained to hunt birds or gazelle.
Caribou	3	Butt: 1-6	14	14	16	13	Found in enormous herds. Hunted for meat, hide, horns.

Cat	1	Bite:1 pt., Claws:1 pt.	2	19	20	7	Considered sacred by some religious groups. Valued as pets.
Cheetah	3	Bite: 1-4, Claws: 1-4	10	20	24	9	Fastest animal (43-56 mph). Lacks endurance, tires easily.
Chimpanzee	2	Bite: 1-3, (or by weapon)	14	16	15	13	Quite intelligent. Some use tools, throw sticks and rocks at foes.
Coati	1	Bite: 1-3	3	12	15	10	Similar to raccoon. Very aggressive, though young are easily tamed.
Coyote	2	Bite: 1-4	5	11	19	15	Found in pairs or families (not packs). Like wild dogs.
Dhole	3	Bite: 1-4	7	10	19	16	Jambu wild dog. Fierce,tireless hunters. Packs number 5-30 individuals
Donkey	2	Kick: 1-6	12	8	15	15	Valuable pack animal/mount. Sure-footed, needs little water.
Elephant (Dravidian)	5	Tusks:2-12,Trample:2-24	23	6	10	20	18-21 ft. long, 9500 lbs. Easily tamed, used as burden beasts, mounts.
Elephant (Gondwanan)	5	Tusks:2-16,Trample:3-30	23	7	14	21	Up to 15,000 lbs. Tusks up to 224 lbs. Bulls can be very dangerous.
Flying Fox	1	Bite: 1-2	3	15	19	8	Large (5 ft. wingspan) fruit-eating bat. No sonar capability.
Flying Squirrel	1	Bite: 1 pt.	1	20	19	8	Superior gliders, can maneuver in air with great skill.
Fur Seal	1	Bite: 1-3	3	8	14	10	Hunted for its pelt. 6-7 ft. long, 400-650 lbs.
Gazelle	2	Butt: 1-4	5	19	20	14	Found in herds of 6-60 + individuals. Hunted for meat, hide.
Giant Armadillo	2	Claws: 1-3	5	6	8	14	Expert burrowers. 2-3 ft.long,130 lbs. Armor equal to studded leather.
Giant Forest Hog	4	Tusks: 2-7	8	7	15	15	6½ ft. long, 330-550 lbs. Quite aggressive if provoked.
Giant Sloth	4	Claws: 1-6 + STR ea.	20	14	6	17	Huge and slow-moving. Very powerful. Dangerous if provoked.
Gibbon	2	Bite: 1-3	15	18	12	13	Strong climbers, can leap 30-50 ft. between trees. Loud call.
Giraffe	3	Kick: 2-16	18	9	20	16	Can run at speeds of up to 29 mph. Herd animals.
Gnu	3	Butt: 1-6	13	15	19	12	Large antelope.Found in herds of 20-200 individuals.Nasty temperament.
Goat	2	Butt: 1-4	5	12	16	10	Bred for meat, milk. Coat is sometimes shorn (like sheep).
Gorilla	4	Hand: 1-6 + STR ea.	19	15	12	16	5-6 ft. tall, 440-590 lbs. Immensely strong, non-aggressive.
Grey Kangaroo	3	Kick: 1-6	16	8	20	14	Runs up to 30 mph, leaps up to 33 ft. Can go 2-3 months without water.
Hare	1	Bite: 1 pt.	1	22	23	7	Swift, agile runner and leaper. Hunted/Trapped for meat, pelt.
Hippopotamus	5	Bash: 2-12	22	5	8	18	10-14 ft. long,4000-5000 lbs.Found in herds of 20-100.Sometimes nasty.
Honey Badger	2	Bite: 1-3, Claws: 1-3	4	9	12	14	Nocturnal predators. Very fierce, immune to snake bites.
Horse (Draft)	2	Kick: 1-8	19	6	15	15	Bred as burden beasts.
Horse (Heavy War)	4	Kick: 2-12, Bite: 1-3	19	7	20	17	Bred for power, sometimes trained to fight. Seldom panicked (5%).
Horse (Light War)	3	Kick: 2-8	18	8	21	16	Bred for speed. Will not panic easily in combat (5%).
Horse (Riding)	2	Kick: 1-8	17	8	22	16	Bred for speed, endurance. Will panic in combat (75%).
Horse (Wild)	4	Kick: 2-8	19	8	22	15	Swift steed when broken (tamed).
Husky	2	Bite: 1-4	6	10	19	15	Fine sled/guard dogs. Easily tamed, very loyal.
Hyaena	3	Bite: 2-5	8	9	22	16	Runs up to 40 mph. Incredibly powerful jaws. 4-5 ft. long, 90-180 lbs.
Ibex	2	Butt: 1-6	14	20	17	15	Mountain goat. Incredibly agile rock-climbers. Found in herds of 5-30.
Impala	2	Butt: 1-4	13	19	22	15	Fleet antelope. Can leap up to 35 ft. Very fast.
Jackal	2	Bite: 1-4	6	10	19	14	Scavengers. Travel in packs of 5-20 individuals.
Jaguar	5	Bite: 1-6, Claws: 1-8	17	19	19	14	3½-5¼ ft. long, 100-250 lbs. Nocturnal predators.
Kinkajou	1	Bite: 1-2	2	20	14	9	Related to raccoon. Nocturnal predator. Superior climber.
Kudu	2	Butt: 1-6	11	14	15	11	Grazing antelopes. 3½-6 ft.long,400-700 lbs. Wary,but poor runners.
Leopard	5	Bite: 1-6, Claws: 2-8	17	19	20	15	5½-6½ ft. long, 90-175 lbs. Very strong, carries prey into trees
Leopard Seal		Bite: 1-6	13	9	14	14	Solitary carnivores. Can be quite aggressive. 9 ft. long, 600-1000 lbs
Lion	5	Bite: 1-8, Claws: 2-8	18	16	19	16	Roar can be heard up to 4 miles. Found in prides of 5-30 individuals.
Lynx	2	Bite: 1-4, Claws: 1-6	12	19	20	12	2½-3½ ft. long, 23-90 lbs. Feeds on small, hoofed animals.
Marmoset	1	Bite: 1 pt.	1	20	17	11	Smallest (5-6 in.) of apes. Very elusive in trees.
Mink	1	Bite: 1 pt.	1	19	20	7	Hunted/trapped/bred for their valuable pelts.
Mole	1	Claws: 1 pt.	1	19	16	5	Expert tunneler. Feeds on worms and insect larvae.
Mongoose	1	Bite: 1-3	2	22	22	12	Expert at attacking/killing poisonous snakes.
Moose	4	Butt: 1-10	19	7	18	17	8-9 ft. long, up to 1,800 lbs.
Mule	3	Kick: 2-8	13	7	14	16	Rugged burden beast. Often used by armies for transport.
Musk Deer	1	Butt: 1-3	4	12	18	12	Very timid. Hunted for its musk, used in making costly perfumes.
Musk-Ox	3	Butt: 1-10	19	7	15	17	Used as a burden beast. Hunted for its meat and wooly hide.
Orangutan	3	Bite: 1-3	15	16	14	14	Superior climber. Build "roofed" nests in trees.
Peccary	1	Bite: 1-3	4	10	18	10	Small wild pig. Hunted for food and soft hide.
Pig	1	Bite: 1-2	4	6	17	8	Bred for food. Often kept on ocean vessels to feed crew.
Polecat	1	Bite: 1-2	3	15	15	10	Emits foul smell when alarmed. Will hunt rats.
Porcupine	1	Quills: 1-3	3	8	15	12	Burrowing rodent. Edible. Quills can cause infected wounds.
Pronghorn	2	Butt: 1-4	13	15	22	14	Similar to antelope. Extremely fast.
Puma	3	Bite: 1-6, Claws: 2-8	15	19	19	14	6-7 ft. long, up to 220 lbs. Fierce, solitary killer.
Raccoon	1	Bite: 1-2	3	15	16	10	Nocturnal predator/scavenger. Very good climbers.
Rat (Brown)	1	Bite: 1 pt.	1	20	17	16	Bigger than ship rat. Communal, fast-breeding. Disease carriers.
Rat (Ship, or Black)	1	Bite: 1 pt.	1	21	18	15	Urban dweller. Carriers of disease, plague.
Red Deer	2	Butt: 1-8	13	8	19	14	Found in forests. Up to 5 feet at shoulder, 600 lbs.
Red Fox	2	Bite: 1-3	3	19	20	10	Cunning predator/scavengers. Can be tamed sometimes (50%).
Reedbuck	1	Butt: 1-4	5	13	19	14	Least wary of antelopes. Easiest to stalk and kill.
Reindeer	3	Butt: 1-8	14	8	16	15	Hunted for horns, hide, and meat. Occasionally bred as pack animals.

Rhinoceros (Black)	5	Horn:1-10, Trample:2-20	22	6	14	15	4-12½ ft. long, 2,200-4,000 lbs. Mean-tempered.
Rhinoceros (White)	5	Horn:1-10, Trample:2-24	23	8	18	18	12-16 ft. long, 5000-8000 lbs. Very mean-tempered. Surprisingly agile.
Rhinoceros(Dravidian)	5	Horn:1-10,Trample:2-24	21	7	14	19	7-14 ft. long, 8,800 lbs. Horn is believed to have magical properties.
Saber Toothed Tiger	7	Bite: 2-12, Claws:2-12	18	18	19	16	Powerful and very aggressive.
Sable	1	Bite: 1-2, Claws: 1-2	3	20	20	10	Small (2 ft. long,) but fierce carnivore. Hunted for its pelt.
Sheep	1	Butt: 1-3	4	8	16	8	Bred for wool, milk, meat.
Skunk	1	Bite: 1-2, Spray	2	9	13	10	Shoots a foul-smelling liquid (up to 12 ft.) when provoked.
Sloth	2	Claws: 1-3 ea.	12	16	3	12	Slow, placid tree climbers. Dangerous if provoked.
Snow Leopard	5	Bite: 1-6, Claws: 2-8	16	19	20	15	Arctic predators, white fur. Very fierce.
Spider Monkey	1	Bite: 1 pt.	1	21	20	8	16-25 in. long, 13-17 lbs. Superior climbers, acrobatic agility.
Spiny Anteater	1	Claws: 1-4	2	9	10	10	Body covered with sharp spines. No predator will attack it.
Squirrel Monkey	1	Bite: 1 pt.	1	21	20	7	Found in bands of 10-100 individuals. Valued as pets.
Sunda Sambar	2	Butt: 1-4	6	14	17	10	Small (150-200 lb.) deer. Found in groups of 10-20.
Tasmanian Devil	3	Bite: 1-3	4	15	17	15	Good climber, swimmer, burrower. Very vicious, but young can be tamed.
Vampire Bat	1	Bite:1 pt(+ 1 blood drain)	1	10	17	10	Suck blood of sleeping victims. Can carry rabies (50%).
Walrus	3	Tusks: 2-8	10	5	8	15	Hunted for meat, blubber (oil) and tusks.
Warthog	3	Tusks: 1-4	5	8	16	13	3½ ft. long, 160-220 lbs. Razor-sharp tusks. Nasty temperament.
Water Buffalo	3	Butt: 1-10	19	7	14	16	Burden beast. Used for agricultural purposes.
Weasel	1	Bite: 1-2	1	22	21	10	Small (6-9 in.) predators. Fearless. Will kill large rats.
Wild Ass	3	Kick: 2-8	17	8	21	16	Fast (37 mph), impossible to tame.
Wild Boar	4	Tusks: 1-6	7	8	16	16	3½-6 ft. long,160-650 lbs.Hunted for meat.Aggressive if threatened.
Wild Dog	3	Bite: 1-4	7	10	19	15	Found in packs of 6-60 individuals. Savage hunters.
Wild Goat	2	Butt: 1-4	5	13	18	12	Mountain dweller. Hunted for long (30-50 in.), horns, meat.
Wolf	4	Bite: 1-6	8	10	19	16	3-5 ft. long, 55-110 lbs. Hunt in packs of 4-24 individuals.
Wooly Mammoth	6	Tusks:2-20,Trample:3-30	23	6	16	22	Massive tusks, long and shaggy hide. Rogue males very aggressive.
Yak	2	Bite: 1-3	16	8	14	16	Burden beast. Cows give milk, fleece is sheared and woven.
Zebra	2	Kick: 2-8	14	10	19	15	Found in herds of 10-40. Practically impossible to train.
Zebu	3	Butt: 1-8	18	7	16	15	Domesticated, hump-backed ox. Considered sacred in some areas.

BIRDS

ANIMAL TYPE	LEVEL	ATTACK/DAMAGE	STR	DEX	SPD	CON	NOTABLE FEATURES/BEHAVIORISMS
Bearded Vulture	3	Beak: 1-2, Claws: 1 pt.	3	12	16	15	Can survive for weeks on a diet of bones.
Bird of Paradise	1	Beak: 1 pt.	1	10	15	10	Greatly sought after for its beautiful feathers.
Black Vulture	2	Beak: 1-2, Claws: 1-2	2	12	16	15	Found in great numbers. Carrion/garbage eaters.
Bustard	3	Beak/Claws: 1-3	3	15	19	15	Large, very shy land bird. Swift runners, poor flyers.
Carrion Crow	1	Beak/Claws: 1-2	1	16	19	13	Omnivorous scavengers. Aggressive during breeding season.
Condor	5	Beak: 1-3, Claws: 1-2	4	10	15	15	Largest carrion bird (wingspan: 10 ft.). Avoids man.
Cormorant	1	Beak/Claws: 1-2	2	18	19	12	Sea bird. Can be trained to catch and retrieve fish.
Crowned Hawk Eagle	5	Beak: 1-4, Claws: 1-3	5	16	20	16	Fierce; large enough to prey on gazelle, monkey, snakes.
Eagle-Owl	3	Beak/Claws: 1-4	3	14	18	14	Largest of owls (wingspan 5-6 ft.). Avoids man.
Egret	1	Beak: 1-2	1	12	16	10	Prized for its fine plumage.
Falconet	1	Beak/Claws: 1-2	1	19	20	11	Smallest bird of prey. Feed on insects.
Game Pheasant	1	Beak: 1 pt.	1	13	17	10	Ground dweller. Sought after for food, sport.
Golden Eagle	4	Beak: 1-3, Claws: 1-3	4	18	20	15	Fierce hunter of small mammals.
Goose	1	Beak: 1-2	2	12	16	9	Quite intelligent. Will guard its territory and/or master.
Goshawk	2	Beak/Claws: 1-3	2	19	21	12	Fiercely attacks and devours other birds.
Grey Parrot	1	Beak: 1-2	1	14	18	8	Favorite of sea-faring traders. Can imitate human voice.
Ground Hornbill	1	Beak: 1-2	1	15	17	12	Highly regarded, as they eat spiders, scorpions, and small snakes.
Gyrfalcon	3	Beak: 1-3, Claws: 1-2	3	19	22	15	Most powerful of falcons. Prized by trainers.
Harrier	2	Beak/Claws: 1-2	2	19	22	13	Hunts young birds, small animals.
Ibis	1	Beak: 1-2	1	10	15	10	Considered sacred by certain religious groups.
Jackdaw	1	Beak: 1-2	1	16	19	12	Can imitate human speech.
Jungle Fowl	1	Beak: 1-2	1	14	15	10	Very aggressive if threatened. Good eating.
King Vulture	4	Beak: 1-3, Claws: 1-2	3	12	19	14	Powerful bill. Will drive off smaller vultures.
Kite	1	Beak/Claws: 1-2	1	19	20	10	Common scavenger/hunters. Will raid nests of other birds.
Lorikeet	1	Beak: 1 pt.	1	16	17	5	Multi-colored, make excellent pets.
Macaw	1	Beak: 1-2	1	15	18	8	Prized as colorful pets. Easily tamed.
Merlin	1	Beak/Claws: 1-2	1	19	22	13	Small falcon. Trained for hunting (usually used only by ladies).
Monkey-Eating Eagle	3	Beak: 1-3, Claws: 1-3	3	18	20	15	Fierce hunters of small-medium sized monkeys.

Mynah	1	Beak: 1-2	1	14	18	10	Superior mimic of human voice, other birds' calls.
Ostrich	5	Claws: 1-2 ea.	6	12	20	15	Largest of birds. Swift runners (up to 40 mph).
Partridge	1	Beak: 1 pt.	1	14	18	6	Prized as a game bird.
Peacock	1	Beak: 1 pt.	1	10	14	10	Prized for its feathers.
Peregrine Falcon	2	Beak: 1-2, Claws: 1-2	2	19	24	12	Fastest-diving bird of prey. Favorite of falconers.
Pygmy Owl	1	Beak/Claws: 1-2	1	17	19	12	Very small (5 in. long). Fierce, hunts by night and day.
Quetzal	1	Beak: 1 pt.	1	14	16	10	Considered sacred by certain cults.
Raven	2	Beak: 1-2	2	15	19	13	Largest of crow family (wingspan 3–4 1/4 ft.). Powerful beak.
Rock Fowl	1	Beak: 1-2	1	13	15	12	Eat cockroaches. Live only in caves, subterranean grottos.
Secretary Bird	3	Beak: 1-3, Claws: 1-2	2	16	17	14	Stalks, kills and eats poisonous snakes.
Silver Pheasant	1	Beak: 1 pt.	1	14	19	11	Prized for its beauty.
Snowy Owl	3	Beak/Claws: 1-4	2	18	19	14	Found in frigid climes. Very aggressive; will attack man.
Sparrow Hawk	2	Beak/Claws: 1-2	2	19	21	10	Attacks small birds by surprise (85% chance).
Swift	1	Beak/Claws: 1-3	3	15	19	15	Eats, sleeps, mates in the air. Remains airborne up to 9 months.

REPTILES/AMPHIBIANS

ANIMAL TYPE	LEVEL	ATTACK/DAMAGE	STR	DEX	SPD	CON	NOTABLE FEATURES/BEHAVIORISMS
Adder	1	Bite: 1-4 for 6 rds.	1	15	16	10	26-36 in. long. Poisonous bite. Also found in mountainous regions.
Alligator	5	Bite: 3-18	15	10	10	15	Up to 19½ ft. long. Aggressive. Hunted for its fine hide.
Amethyst Rock Python	4	Constriction: 1-8 per	16	7	12	15	Up to 21 ft. long. Tree dweller. Nocturnal constrictor.
Anconda	5	Constriction: 1-8 per	17	9	12	15	Up to 26 ft. long. Water-dwelling constrictors.
Arrow-Poison Frog	1	Skin: 2-16	–	14	14	3	1½ in. long.Skin exudes an extremely toxin poison (used as arrow venom).
Asp	1	Bite: 1-6 for 7 rds.	1	15	16	9	Up to 30 in. long. Very poisonous. Normally active day and night.
Black Cayman	4	Bite: 2-16	16	9	14	15	Black-hided alligator. Up to 16 ft. long. Very aggressive.
Boa Constrictor	3	Bite:1-4,Constrict:1-8	16	8	12	15	Up to 15 ft. long. Tree dwelling constrictor. Vicious bite.
Boomslang	1	Bite: 1-6 for 5 rds.	1	15	16	8	15 in. in length. Very poisonous venom. Often found in trees.
Bush Master	3	Bite: 1-6 for 6 rds.	5	10	15	14	Up to 10 ft. long. Very poisonous.
Cascabel	3	Bite: 1-6 for 6 rds.	4	12	15	10	Rattlesnake. Up to 5 ft. long. Very poisonous.
Common Tegu	2	Bite: 1-4	5	15	14	14	Tree-dwelling lizard (4 ft. long). Edible. Aggressive if cornered.
Coral Snake	2	Bite: 1-4 for 5 rds.	3	10	15	10	Up to 3¼ ft. long. Brightly colored (red,yellow,black). Poisonous.
Crocodile (Styx)	6	Bite: 3-18	16	9	10	16	Up to 20 ft. long. Tough hide (like chain mail). Aggressive.
Desert Monitor	3	Bite: 1-4	5	15	14	12	4 ft. long. Feeds on any small animals. Swallows prey whole.
Fire Salamander	1	Bite: 1 pt., Skin: 1-4	1	14	12	5	5-11 in. long. Skin exudes caustic venom. Avoided by predators.
Flying Frog	1	–	1	16	14	3	3-4 in. long. Tree dwellers. Can glide up to 50 ft.
Gaboon Viper	2	Bite: 1-4 for 6 rds.	4	10	15	12	Up to 6 ft. long. Poisonous bite.
Gecko	1	Bite: 1-2	1	16	18	5	Small(5 in.) nocturnal lizard. Vicious bite, makes loud barking sound.
Giant Chameleon	1	Bite: 1 pt.	2	7	5	8	Up to 24 in. long. Can change color in less than 1 minute.
Giant Tortoise	2	Bite: 1-4	6	3	3	17	4 ft. long, up to 500 lbs. Can survive up to 1 yr without food/water.
Gila Monster	2	Bite: 1-4 for 3 rds.	3	5	5	11	Up to 24 in. long. Poisonous bite. Slow moving.
Golden Tree Snake	2	Bite: 1-2	3	17	13	9	Up to 4½ ft. Superb climbers, leaps/glides from tree to tree.
Horned Frog	1	Bite: 1-2	1	14	14	7	Powerful jaws, painful bite. Surprisingly aggressive if molested.
King Cobra	7	Bite: 1-8 for 10 rds.	8	12	15	15	Up to 18 ft. Extremely poisonous, and highly aggressive.
King Snake	3	Constriction: 1-4 per	3	15	15	12	Up to 4 ft long.Nocturnal constrictor.Attacks rattlers.Immune to venom.
Komodo Dragon	7	Bite: 2-12	10	10	10	15	Up to 10 ft. long. Ambushes prey. Vicious and aggressive.
Krait	5	Bite: 1-8 for 8 rds.	4	12	15	12	Up to 5 ft. long. Extremely poisonous and aggressive. Nocturnal.
Mamba (Black)	5	Bite: 1-8 for 8 rds.	5	15	17	12	5-9 ft. long. Extremely poisonous and aggressive. Very fast(6-12 mph).
Mamba (Green)	5	Bite: 1-8 for 8 rds.	5	15	15	12	5-9 ft. long. Extremely poisonous. Lives in trees.
Monitor Lizard	4	Bite: 1-6, Tail: 1-3	7	12	12	14	5-6 ft. long. Attacks with tail, bite. Good climbers.
Mussurana	4	Bite: 1-4 for 8 rds.	4	12	14	15	Up to 6½ ft. long. Immune to venomous bites. Poisonous snake.
Pit Viper	3	Bite: 1-8 for 6 rds.	1	15	16	8	24-36 in. Extremely poisonous and aggressive. Nocturnal tree dwellers.
Puff Adder	1	Bite: 1-8 for 6 rds.	1	16	16	10	9-10 in. long. Extremely poisonous.
Rattlesnake	3	Bite: 1-6 for 6 rds.	3	12	15	13	Up to 5 ft. long. Very poisonous. Can sense heat emanations.
Reticulated Python	6	Constriction: 1-10 per	18	7	12	16	Up to 32½ ft. long. Ground dweller. Aggressive constrictor.
Rhinoceros Viper	3	Bite: 1-8 for 6 rds.	3	9	14	13	Up to 4¼ ft long.Extremely poisonous.Can remain motionless for days.
Rock Python	5	Constriction: 1-10 per	17	7	12	16	10-30 ft. long. Constrictor. Can swallow a gazelle.
Saltwater Crodile	7	Bite: 2-20	17	9	10	16	Up to 25 ft. long. Very dangerous. Will attack any creature if hungry.
Sand Fish	1	Bite: 1 pt.	1	12	14	6	Small(6-8 in.) desert lizard.Edible.Powdered flesh used as aphrodisiac.

Snapping Turtle	2	Bite: 1-4	4	5	7	12	Up to 3½ ft. long. Nasty bite.
Soft-Shelled Turtle	2	Bite: 1-3	3	4	4	8	Edible. Foul-tempered, can inflict nasty bite.
Spitting Cobra	4	Bite/Spit:1-8 for 7 rds.	3	16	15	12	4-5½ ft long. Extremely poisonous. Can spit venom 9-10 ft(blinds).
Spring-Tailed Lizard	1	Tail: 1-3	2	15	14	7	16 in. long. Uses powerful, spiny tail to attack enemies. Edible.
Tree Viper	2	Bite: 1-6 for 5 rds.	1	15	16	8	Up to 28 in. long. Very poisonous. Normally not aggressive towards man.
Vine Snake	1	Bite: 1-4 for 5 rds.	2	15	15	9	4 ft. long tree dweller. Poisonous, painful bite.

MARINE CREATURES

ANIMAL TYPE	LEVEL	ATTACK/DAMAGE	STR	DEX	SPD	CON	NOTABLE FEATURES/BEHAVIORISMS
Armored Catfish	1	Bite: 1 pt.	2	14	16	5	3 in. long. Bony hide (like plate mail). Protects it from predators.
Barracuda	4	Bite: 1-6	7	16	20	10	Up to 6½ ft. long. Extremely fierce and aggressive.
Boutu (River Dolphin)	6	Ram: 2-16	16	15	18	15	8-10 ft. long. Intelligent. Some tamed, trained to catch fish.
Cave Fish	1	–	2	9	12	6	3 in. long. Eyeless cave dwellers. Navigate by sensing vibrations.
Climbing Perch	1	–	1	1	3	8	Can travel up to 100 yds. per hour over dry land.
Conch	1	–	–	–	–	4	Edible. Shell used as cestus by certain island tribes.
Conger	4	Bite: 1-6	15	16	16	10	4-10 ft. long. Voracious river eels. Will attack large prey. Edible.
Devil Fish	3	–	17	12	16	10	7-8 ft. wingspan. Frightening but harmless. Eats plankton.
Dolphin	7	Ram: 2-16	16	15	19	12	Travel in groups of 10-20 individuals. Intelligent. Will attack sharks.
Electric Catfish	1	Shock: 1-12	3	14	16	10	Up to 3¼ ft. long. Can emit up to 350 volts of electricity (1-2x).
Electric Eel	3	Shock: 2-20	8	16	18	12	Up to 9 ft. long. Can emit up to 500 volts of electricity.
Electric Ray	2	Shock: 1-2	4	14	17	10	Up to 3 ft. long. Emits a mild (50-60 volt) shock.
Great Blue Shark	7	Bite: 2-12	19	10	19	18	Up to 23 ft. long. Voracious, but rarely a threat to man.
Great White Shark	9	Bite: 3-24	20	10	19	20	Up to 33 ft. long. Will attack and eat anything.
Green Turtle	3	Bite: 1-4	7	3	8	8	4½ ft. long, 400 lbs. Hunted for its meat, oil, and eggs.
Grouper	5	Bite: 1-8	15	9	16	15	Up to 13 ft. long. Will sometimes attack divers.
Hawksbill Turtle	3	Bite: 1-3	3	4	13	8	3 ft. long. Hunted for its shell (used in making jewelry).
Humpback Whale	12	Ram: 4-40	23	2	16	21	Up to 60 ft. long. Hunted for its oily blubber.
Killer Whale	9	Bite: 2-20	20	8	18	18	20-30 ft. long. Fierce predator of whales, seals, etc. (not man).
Lamprey	1	Bite:1 pt (+1 blood drain)	2	7	6	8	8-12 in. long. Blood-sucking, eel-like.
Lantern Fish	1	–	1	12	15	4	1-6 in. long. Emit a soft, glowing light.
Leopard Shark	3	Bite: 1-6	10	15	19	10	5¼ ft. long. Will sometimes attack man.
Man-of-War	5	Sting: 1-8 for 8 rds.	–	–	2	6	Tentacles 5-40 ft. long. Very poisonous.
Moray Eel	7	Bite: 1-8	16	17	16	15	Up to 10 ft. long. Very aggressive and dangerous.
Narwhal	5	Horn: 1-8	19	9	15	16	Up to 20 ft. long. Hunted for its single, long horn.
Nurse Shark	3	Bite: 2-8	14	12	17	14	Up to 14 ft. long. Will attack if provoked.
Octopus	5	Constriction: 1-6	10	15	6	8	Tentacles up to 32 ft. long. Can emit cloud of ink, change coloration.
Pike	2	Bite: 1-6	8	13	20	10	Up to 5 ft. long. Very fierce, powerful jaws.
Pike-Perch	1	Bite: 1-4	6	14	20	9	Up to 4 ft. long. Fierce predator of smaller fish. Edible.
Pilot Whale	7	Ram: 2-24	19	9	18	17	15-28 ft. long. Schools (50-200) readily follow any 1 of their number.
Piranha	1	Bite: 1-2	4	15	18	8	8-13 in. long. Powerful jaws. Found in schools of 100-2000. Vicious.
Sawfish	7	Saw-edge: 3-24	19	9	16	20	Up to 33 ft. long. Uses saw-edged snout to kill prey.
Scorpionfish	1	Sting: 1-3	1	13	16	4	14 in. long. Poisonous sting is very painful (equal to 5 wasp stings).
Sea Urchin	1	Spines: 1-3	–	–	1	5	5-6 in. in circumference. Spines can be dangerous.
Sea Wasp	1	Sting: 1-4 for 8 rds.	3	–	2	2	18-32 in. long. Warm-water jellyfish. Extremely poisonous.
Sperm Whale	9	Ram: 4-40	24	2	14	22	Up to 66 ft. long. Hunted for oil, ambergris.
Spider Crab	1	Pincers: 1 pt.	2	3	3	6	Shell is 12 in. across. Scavengers. Sometimes found in great numbers.
Squid	1	–	1	16	12	4	Up to 2 ft. long. Can emit a cloud of blue-black ink.
Sting Ray	3	Sting: 1-4 + poison	3	15	16	6	16-32 in. long. Poisonous sting causes unconsciousness (2-12 min.).
Stonefish	1	Spines: 1-6 for 3 rds.	1	12	16	4	6-12 in. long. Dorsal spines are extremely venomous.
Swordfish	7	Sword: 1-12	18	10	22	16	Up to 19½ ft. long. Very swift (60 mph). Sometimes strike ship hulls.
Thresher Shark	5	Bite: 1-8	18	14	18	15	Up to 19½ ft. long. Voracious eaters, but harmless to man.
Triton Conch	1	–	–	–	–	6	Up to 17½ in. long. Empty shell can be used as a horn.

DINOSAURS

TYPE	ATTACK/DAMAGE	STR	DEX	SPD	CON	NOTABLE FEATURES/BEHAVIORISMS
Allosaurus	Bite: 2-24, Claws: 1-10	19	15	19	19	25+ ft. long. Swift, bi-pedal predators. Fierce and highly aggressive.
Ankylosaurus	Tail: 3-24	22	6	7	19	15-18 ft. long. Similar to armadillo, with heavy, knobbed tail.
Archelon Ischyras	Bite: 2-16	19	8	10	19	15 ft. long. Giant sea turtle.
Brachiosaurus	Trample: 10-100	24	3	3	24	60 ft. long, 80+ tons. Giant herbivore. Dwells in lakes, swamps.
Brontosaurus	Trample: 5-50	24	4	4	24	70 ft. long. Giant herbivore. Dwells in swamps, lakes, marshes.
Dimetrodon	Bite: 3-18	18	7	8	19	9 ft. long. Sail-backed quadrapedal reptile. Fierce carnivore.
Diplodocus	Trample: 4-40	23	4	5	23	80 ft. long. Giant herbivore, dwells mainly in swamps.
Elasmosaurus	Bite: 3-30	21	9	19	22	50 ft. long. Long-necked, aquatic reptiles. Extremely fierce.
Megalosaurus	Bite: 3-24	20	9	14	20	25 ft. long. Quadrapedal or bipedal carnivore.
Paleoscincus	Tail: 3-18	22	6	6	20	20 ft. long. Protection equal to plate armor. Spiked tail. Herbivore.
Podokesaurus	Bite: 1-8	15	16	20	12	10 ft. long. Swift, bipedal carnivores. Travel/hunt in packs of 4-16.
Pteranodon	Beak: 1-10	16	12	19	16	30 ft. wingspan. Frail-looking but rugged avian carnivore.
Pterosaur	Bite: 3-18	20	10	16	19	50 ft. wingspan. Powerful avian carnivore.
Stegosaurus	Tail: 3-18	20	8	7	20	25 ft. long. Row of plates runs down back, spiked tail. Quadrapedal.
Triceratops	Horns: 3-24	22	9	12	22	25 ft. long. 3-horned quadrapedal herbivore. Aggressive plains dweller.
Tyranosaurus Rex	Bite: 3-36, Claws: 2-16	22	10	19	22	50 ft. long. Fiercest and most powerful of carnivores.

CREATURES/RACES BY REGION

ATLANTIS

Arcitenus
Barrow Wight
Cave Troll
Centaur
Chimera
Erymanthian Boar
Firedrake
Ghoul
Griffon
Hippogriff
Kraken
Leviathan
Makara
Malataur
Manticore
Mountain Troll
Nemean Lion
Nymph
Ogre
Roane
Satyr
Sea Dragon
Sprite
Swamp Troll
Triton
Werebear
Wereboar
Zazir

ANTILLA

Kraken
Leviathan
Makara
Nymph
Roane
Sea Dragon
Sprite
Swamp Troll
Triton
Zazir

HESPERIA

Andaman
Arcitenus
Cave Troll
Centaur
Chimera
Cyclops
Firedrake
Ghoul
Griffon
Hydra
Manticore
Mountain Troll
Nemean Lion
Nymph
Ogre
Ouranabad
Roane
Satyr
Sea Dragon
Sphinx
Sprite
Swamp Troll
Unicorn
Wereboar
Wyvern
Zazir

GONDWANA

Acephalos
Affiti
Ahl-at-Rab
Andaman
Arcitenus
Bakru
Basilisk
Behemoth
Chimera
Dwarf
Ghoul
Goblin
Griffon
Hydra
Kraken
Manticore
Nethermen
Ogre
Ouranabad
Phoenix
Sahu
Sphinx
Sprite
Vampire
Werebat
Werecat
Wyvern
Zazir
Zombie

JAMBU

Acephalos
Alicanto
Andaman
Eastern Dragon
Ghoul
Goblin
Griffon
Hydra
Kraken
Leviathan
Makara
Malataur
Mountain Troll
Nymph
Ogre
Ouranabad
Phoenix
Roc
Satyr
Sea Dragon
Sprite
Swamp Troll
Unicorn
Vampire
Werecat
Wyvern
Yeti
Zazir

LEMURIA/MU/ELYSIUM SEA

Acephalos
Ahl-at-Rab
Alicanto
Nymph
Ogre
Ouranabad

All Dinosaur Species
Behemoth
Cave Troll
Firedrake
Ghoul
Hantu
Hydra
Kraken
Lemure
Leviathan
Makara
Naga
Roc
Sea Dragon
Sprite
Swamp Troll
Triton
Vampire
Werebat
Werecat
Yeti
Zazir
Zephyr
Zombie

ERIA/ANOSTOS

Aegir
Aesir
Alicanto
Andaman
Bakru
Behemoth
Boggart
Cave Troll
Fomorian
Hantu
Lemure (Sasquatch)
Makara
Minor Devils
Nymph
Nethermen
Oakman
Ogre
Phoenix
Roane
Satyr
Sprite
Swamp Troll
Triton
Werebear
Wereboar
Werecat
Werewolf
Zazir

MEDITERRANEA

Aegir
Aesir
Ahl-at-Rab
Andamen
Arcitenus
Barrow Wight
Behemoth
Manticore
Mountain Troll
Nemean Lion
Nethermen
Nymph
Oakman
Ogre

Boggart
Cave Troll
Centaur
Chimera
Cyclops
Druas
Dwarf
Elf
Erymanthian Boar
Firedrake
Fomorian
Ghoul
Goblin
Great Dragon
Griffon
Gwylion
Hippogriff
Hydra
Malataur
Oakman
Rabican
Roane
Roc
Rock Troll
Satyr
Sea Dragon
Sphinx
Spriggan
Sprite
Swamp Troll
Unicorn
Vampire
Werebear
Wereboar
Werewolf
Wyvern
Wyrrm
Zazir

NORTH SEA REGION

Aegir
Aesir
Barrow Wight
Behemoth
Boggart
Cave Troll
Dwarf
Firedrake
Fomorian
Ghoul
Goblin
Great Dragon
Hantu
Hippogriff
Jotun
Kraken
Mountain Troll
Nethermen
Oakman
Ogre
Rock Troll
Satyr
Spriggan
Swamp Troll
Vampire
Werebear
Wereboar
Werewolf
Wyrrm
Wyvern
Yeti

TAMOANCHAN

Acephalos
Alicanto
Andaman
Ghoul
Gwylion
Hantu
Korupiru
Kraken
Leviathan
Makara
Minor Demons
Nymph
Ogre
Sea Dragon
Sprite
Triton
Vampire
Werebat
Werecat
Yeti
Zazir
Zombie

ANIMALS BY REGION

ATLANTIS/HESPERIA/ANTILLA

Adder
Aurochs
Barracuda
Black Bear
Boa Constrictor
Brown Bear
Crocodile
Devil Fish
Dolphin
Giant Tortoise
Gibbon
Gnu
Golden Eagle
Goshawk
Great Blue Shark
Great White Shark
Green Turtle
Grouper
Hawksbill Turtle
Honey Badger
Humpback Whale
Ibis
Jackdaw
Killer Whale
King Snake
Kite
Lantern Fish
Leopard
Lion
Lynx
Man-of-War
Merlin
Octopus
Peregrine Falcon
Pike
Pilot Whale
Puma
Python
Raccoon
Raven
Red Deer
Sea Urchin
Sea Wasp
Sperm Whale
Sloth
Spider Crab
Spider Monkey
Swordfish
Thresher Shark
Triton Conch
Wild Boar
Wild Dog
Wild Goat
Wild Horse
Wolf
Zebu

ERIA/ANOSTOS

Alligator
Beaver
Bison
Black Bear
Brown Bear
Buzzard
Caribou
Cave Fish
Coyote
Devil Fish
Dolphin
Fur Seal
Gila Monster
Golden Eagle
Goshawk
Great White Shark
Green Turtle
Grizzly Bear
Grouper
Gyrfalcon
Hare
Hawksbill Turtle
Humpback Whale
Husky
Killer Whale
King Snake
King Vulture
Lantern Fish
Lynx
Merlin
Mockingbird
Moose
Musk Ox
Narwhal
Octopus
Peregrine Falcon
Pilot Whale
Porcupine
Pronghorn
Puma
Rattlesnake
Red Deer
Reindeer
Saber-Toothed Tiger
Sawfish
Sea Urchin
Sheep
Skunk
Snapping Turtle
Snowy Owl
Sperm Whale
Swordfish
Thresher Shark
Walrus
Wild Goat
Wild Horse
Wolf
Wooly Mammoth

GONDWANA

Aurochs
Baboon
Barracuda
Black Mamba
Black Rhinoceros
Black Vulture
Boomslang
Bush Pig
Bustard
Camel
Cape Buffalo
Caracal
Cheetah
Chimpanzee
Conger
Cormorant
Crocodile
Desert Monitor
Devil Fish
Egret
Electric Catfish
Gaboon Viper
Gazelle
Giant Chameleon
Giant Forest Hog
Giraffe
Gnu
Gondwanan Elephant
Gorilla
Great Blue Shark
Great White Shark
Green Mamba
Green Turtle
Grey Parrot
Ground Hornbill
Grouper
Hawksbill Turtle
Hippopotamus
Honey Badger
Humpback Whale
Hyena
Ibis
Impala
Jackal
Jackdaw
Jellyfish
Killer Whale
King Cobra
Kudu
Lantern Fish
Leopard
Lion
Lorikeet
Man-of-War
Mongoose
Octopus
Ostrich
Porcupine
Puff Adder
Reed Buck
Rhinoceros Viper
Rock Python
Sand Fish
Sawfish
Sea Urchin
Secretary Bird
Spitting Cobra
Spring-Tailed Lizard
Stonefish
Swordfish
Thresher Shark
Tree Viper
Vine Snake
Warthog
White Rhinoceros
Wild Dog
Zebu

TAMOANCHAN

Alpaca
Anaconda
Armored Catfish
Arrow-Poison Frog
Black Cayman
Black Vulture
Boa Constrictor
Boutu
Bushmaster
Cascabel
Condor
Coral Snake
Devil Fish
Donkey
Electric Catfish
Electric Eel
Giant Armadillo
Giant Tortoise
Goat
Great Blue Shark
Great White Shark
Green Turtle
Grouper
Hawksbill Turtle
Horned Frog
Humpback Whale
Jaguar
Killer Whale
King Vulture
Kinkajou
Lantern Fish
Man-of-War
Moray Eel
Mussarana
Nurse Shark
Octopus
Peccary
Peregrine Falcon
Pilot Whale
Piranha
Puma
Quetzal
Sawfish
Sea Urchin
Sea Wasp
Sloth
Sperm Whale
Spider Monkey
Squirrel Monkey
Stingray
Swordfish
Tegu
Thresher Shark
Vampire Bat
Zebu

MEDITERRANEA

Adder
Asp
Aurochs
Barracuda
Camel
Carrion Crow
Conger
Cormorant
Desert Monitor
Dolphin
Donkey
Eagle-Owl
Fire Salamander
Gibbon
Goat
Goshawk
Great Blue Shark
Green Turtle
Grouper
Harrier
Hawksbill Turtle
Humpback Whale
Ibex
Jackdaw
Killer Whale
Kite
Lamprey
Lynx
Merlin
Mink
Mole
Octopus
Pheasant
Pike
Pike-Perch
Pilot Whale
Pygmy Owl
Raccoon
Raven
Red Deer
Red Fox
Sea Urchin
Sheep
Sperm Whale
Spider Crab
Squid
Swift
Thresher Shark
Tiger
Weasel
Wild Boar
Wild Goat
Wild Horse
Wolf

NORTH SEA REGION

Beaver
Eagle-Owl
Fur Seal
Goshawk
Gyrfalcon
Humpback Whale
Ibex
Killer Whale
Lamprey
Leopard
Moose
Musk Ox
Narwhal
Pilot Whale
Polar Bear
Raven
Red Fox
Saber-Toothed Tiger
Sea Urchin
Snow Leopard
Snowy Owl
Sperm Whale
Walrus
Seal Weasel
Wild Goat
Wolf
Wooly Mammoth

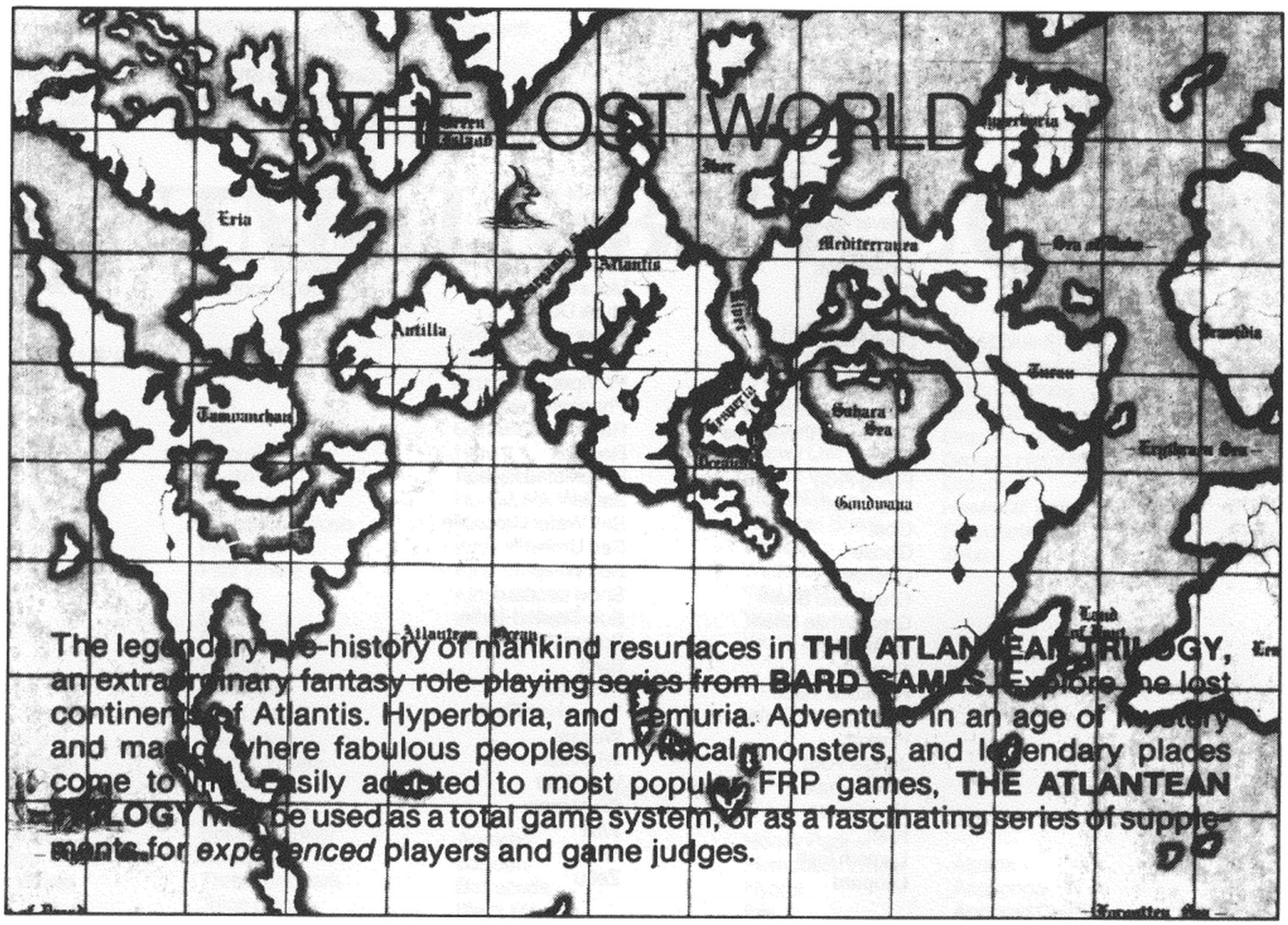
JAMBU

Adder
Alligator
Bactrian Camel
Beaver
Black Vulture
Brown Bear
Cane Rat
Conch
Devil Fish
Dhole
Donkey
Dravidian Elephant
Dravidian Rhinoceros
Egret
Flying Frog
Giant Sloth
Goat
Goose
Goshawk
Great Blue Shark
Great White Shark
Green Turtle
Grouper
Hawksbill Turtle
Humpback Whale
Husky
Jungle Fowl
Killer Whale
King Cobra
Krait
Lantern Fish
Leopard
Lion
Lynx
Man-of-War
Merlin
Mongoose
Monitor Lizard
Moose
Musk Deer
Myna
Peacock
Pit Viper
Pheasant
Raven
Red Fox
Reticulated Python
Sable
Salt Water Crocodile
Sea Urchin
Sea Wasp
Snow Leopard
Soft-Shelled Turtle
Sperm Whale
Swift
Swordfish
Tasmanian Devil
Weasel
Wild Ass
Wild Boar
Wild Horse
Wolf
Yak
Zebu

LEMURIA/MU/ELYSIUM SEA

Amethyst Rock Python
Bird of Paradise
Black Vulture
Chimpanzee
Climbing Perch
Conch
Desert Monitor
Devil Fish
Falconet
Flying Frog
Giant Tortoise
Gibbon
Golden Tree Snake
Gorilla
Great Blue Shark
Great White Shark
Green Turtle
Grey Kangaroo
Grouper
Hawksbill Turtle
Humpback Whale
Jungle Fowl
Killer Whale
King Cobra
Komodo Dragon
Krait
Lantern Fish
Leopard
Leopard Shark
Man-of-War
Monitor Lizard
Monkey-Eating Eagle
Mynah
Orangutan
Pit Viper
Reticulated Python
Saltwater Crocodile
Sawfish
Scorpionfish
Sea Urchin
Sea Wasp
Soft-Shelled Turtle
Sperm Whale
Spider Monkey
Spitting Cobra
Stonefish
Sunda Sambar
Swordfish
Tiger
Tree Viper
Wild Goat

ATLANTIS



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- *The Kraken, fearsome monsters of the deep*
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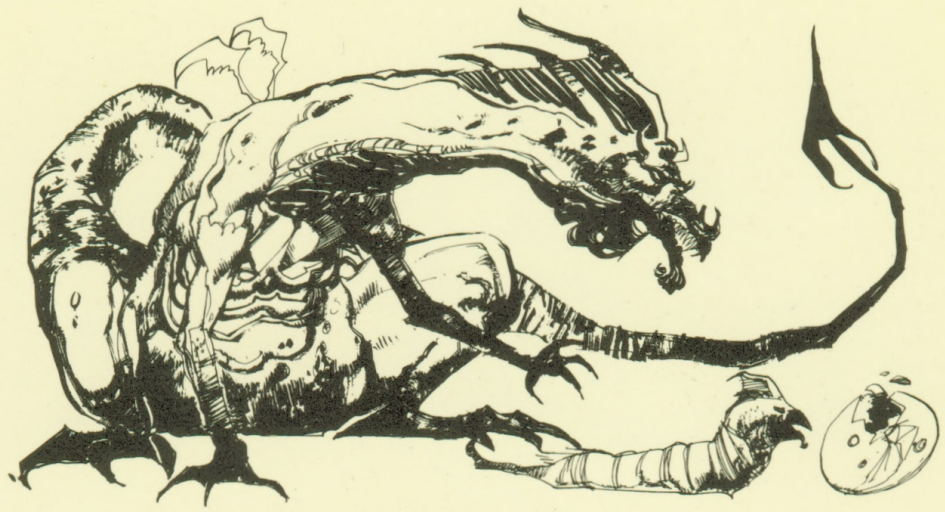

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